MEAN MACHINES SEGA

THE UK'S NO 1 SEGA MAG

EXCLUSIVE!



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BATMAN RETURNS

FULLY PREVIEWED ON THE MEGA SEGA VIDEO!

MEGADRIVE



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- MEGA-LO-MANIA
- GREEN DOG
- JAMES BOND
- ROAD RASH
- LOTUS CHALLENGE

MEGA CD



- THUNDERSTORM FX - THE FIRST FULL MOTION CD-ROM GAME
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MASTER SYSTEM



- SMASH TV FULLY REVIEWED
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- JAMES BOND

GAME GEAR



- JAMES BOND
- SUPER OFF-ROAD
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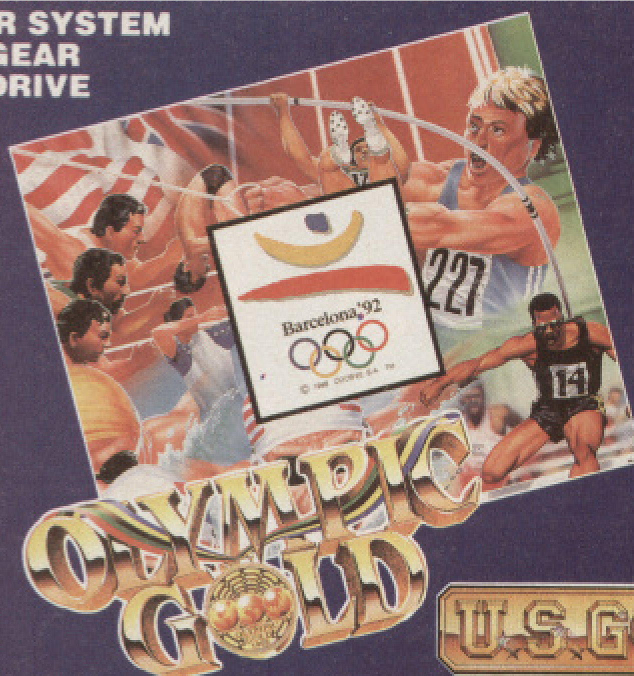
AMAZING SONIC II PREVIEW VIDEO CASSETTE

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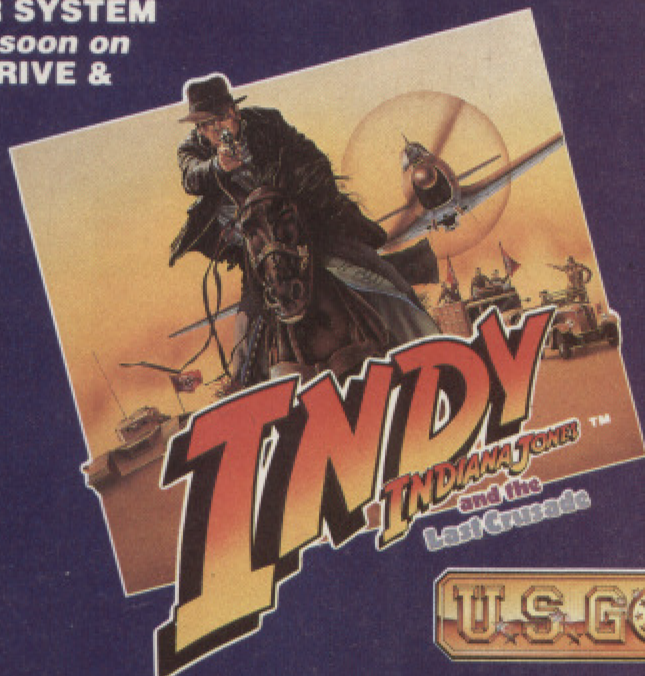


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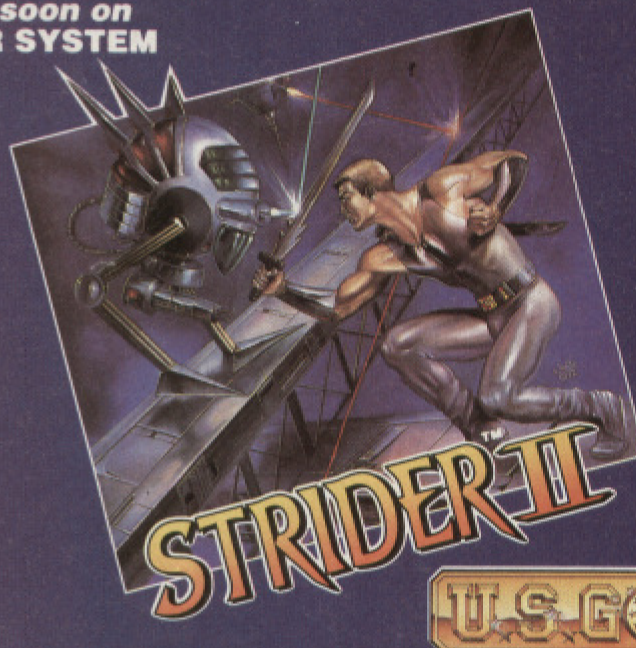
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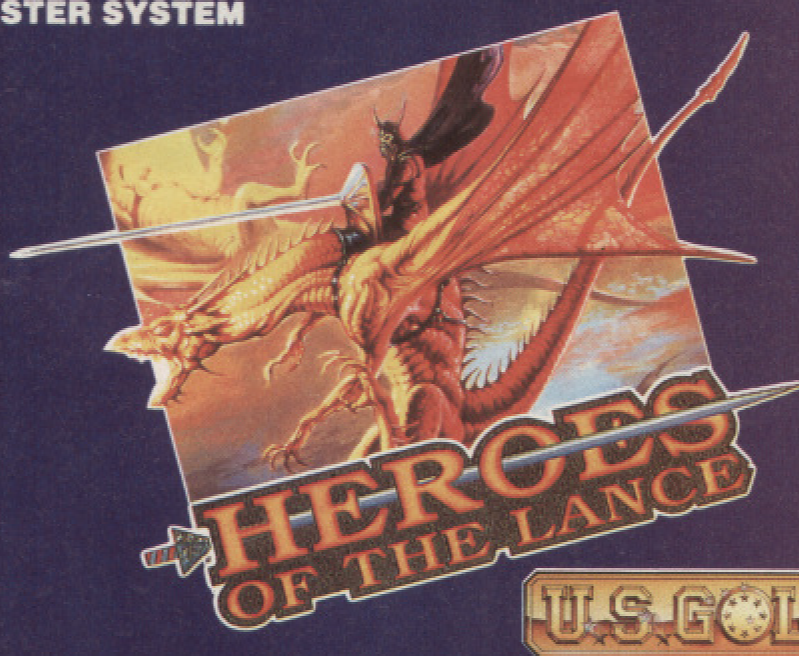
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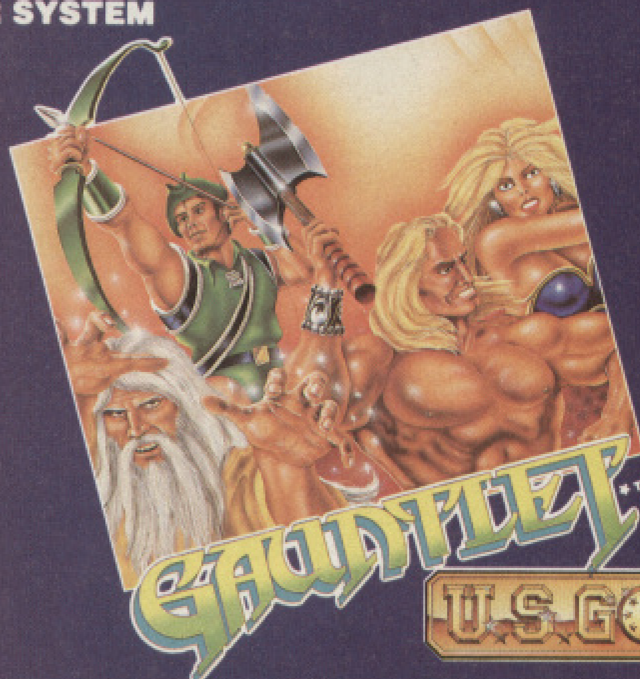
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MASTER SYSTEM



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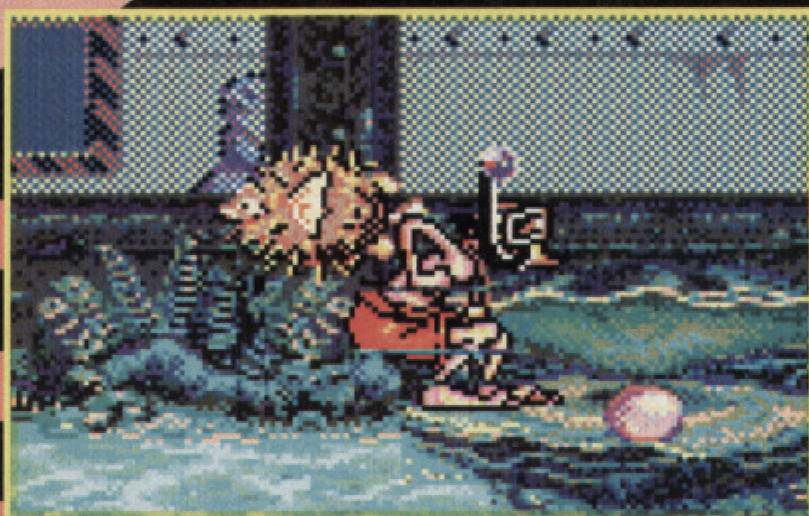
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PREVIEWS



Caption



Caption



Caption

EDITORI

WELCOME TO THE SHOW THAT NEVER ENDS

Here it is - the first all-Sega edition of MEAN MACHINES. And what a whopper it is too! All of 148 pages - miles bigger than the sad, thin pamphlets that purport to be our competitors. We're a bit pricey this month, but I think it's worth it. Where else can you get a WORLD EXCLUSIVE video complete with full Sonic the Hedgehog II preview - plus all the others - for only a couple of quid. You can't see Sonic II anywhere else except here!

If you also own a Nintendo, or have a mate who owns a Nintendo, don't forget about what's happened to the Nintendo half of MEAN MACHINES. It has become NINTENDO MAGAZINE SYSTEM. A brilliant all-Nintendo magazine which has now been on sale for a week or so. Make sure that no Nintendo owners miss it.

So what's going to be coming up? Well, we've got some incredible gifts lined up and some really special things in the pipeline for Christmas. And I promise that we'll continue to be by far the biggest and best Sega magazine available. So keep watching this space...

JAZ RIGNALL



The latest issue of NINTENDO MAGAZINE SYSTEM is out in the shops now! The first issue comes with your very own Timeboy keyring and a massive A2 Street Fighter II poster!

WHODUNNIT

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PRODUCTION ASSISTANT
EMMA "BIN AN GON" SADLER
PUBLISHING DIRECTOR
GRAHAM "HOLIDAYS" TAYLOR

THANKS THIS MONTH TO: Paul for going out and getting the toast under great personal sufferance...
SPECIAL NO THANKS: Stan for not calling me back about the bike. You'll never know just how trick and mega it is...
EDITORIAL OFFICES: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
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REMEMBER KIDS: FIGHT CENSORSHIP

COMPETITION RULES
Nobody, repeat nobody who works for EMAP Images is allowed to enter our compeitions. The rest of humanity can, as long as they can get their entries in before the closing date. The only exception to this is the now infamous Dwayne Minton and his family. They all watch and genuinely enjoy That's Life, which is totally unforgivable. Ugh! Revolting. Unclean! Unclean!

JAZZA'S FINAL BIT
Here we are at the end again. The very last thing I write at the end of the month. I'm off to Aberystwyth in a minute for a bit of a break. But before I go, I want you to tell me how many miles it is from Farringdon Lane in London (where I've got my car parked) to the pier on Aberystwyth sea front. I'll reset the tripometer before I set off, and the nearest answer to it will win a Game Gear. Is that nice or what. Send your entries to: I ACTUALLY PACED THE DISTANCE MYSELF SO MY ANSWER'S GOT TO BE RIGHT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



HOW DO YOU SCORE?

We've decided to start up a highscore table, so all you really talented players out there can show us what you're made of. We'll be putting our scores in there too, to give you targets to aim at and beat. If you think you're hot, write in with your greatest scores.

Please also note any details, such as finishing times, level reached plus any other details necessary to prove your scores are genuine. If we think you're telling porkies, you'll never be able to face the world again. Send your scores off to:

DIAL UP MY SCORES ON THE PHONE AND YOU'LL GET THROUGH TO A NEW YORK BAR, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

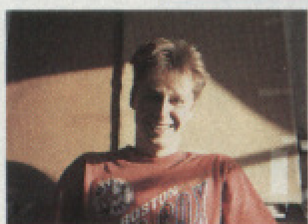


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JULIAN "LOOK AT WHAT YOU COULD HAVE WON" RIGNALL
Being our own 'in-house' celebrity, Jaz is very unimpressed by most of his fellow stars. He does, however, talk with some awe about the time he was fortunate(?) enough to meet the great Jim Bowen, in the flesh no less! "He was a smashing, super, lovely bloke," says Jaz. "And he seemed very keen to show me his bully(!?)."
CURRENT FAVE GAMES: STREET FIGHTER II - CHAMPION EDITION



RICHARD "RIGHT ROYAL" LEADBETTER
Scoring a resounding '0' on the celeb cred scale is Rich with his sad little claim that he was once driven past by the Queen (Long may she reign) and, on a seperate occasion, HRH Princess Anne. Some guys have all the luck, eh!
CURRENT FAVE GAMES: STREET FIGHTER II - CHAMPION EDITION



ANDY "NAUGHTY NAUGHTY" MCVITTIE
Armed with his collection of Shakin' Stevens 45s and a well-worn copy of The Birdy Song, MC McVitski once DJ'd at the very same venue that The Shamen's 'Mr C' was rapping at. "Eezer- crap," remarked Andy of his celebrity encounter.
CURRENT FAVE GAMES: STREET FIGHTER II, KRUSTY'S FUN HOUSE



OZ "REEELLY GREAT" BROWN
Oz still gets a little damp when he recalls his meeting with the eurovisionary chanteuse, Sonia. "You'll never stop me from loving you" sings the diminutive songstress of their meeting. Oz, however, denies any romantic link.
CURRENT FAVE GAMES: STREET FIGHTER II



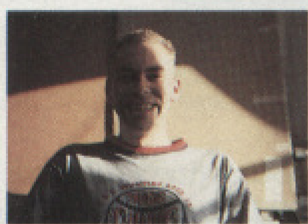
RADION "IT'S A FAIR COP" AUTOMATIC
Imagine the joy in a youngster's eyes when he meets his idol for the first time. Imagine then, a young Radion meeting Stuart Hall, he of 'It's A Knockout' fame at his school fete - a particular hero of the impressionable youngster. "Imagine my surprise when I got home and found my wallet was missing," says a bemused Rad. Rad's only other ambition is to meet Richard Madeley.
CURRENT FAVE GAMES: ALIEN 3, ATOMIC RUNNER, STREET FIGHTER II



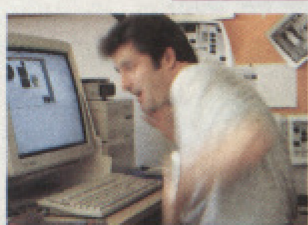
ANGUS "I DON'T REALLY KNOW, RITA" SWAN
Not one to be out-done in the sad celebrity stakes, Gus' brush with stardom happened at the local factory's 'gala fete' where he allegedly bought a tombola ticket from Thelma 'Mavies Wilton' Barlow (From Coronation Street). Bet Lynch was there too on the White Elephant stall, but it was all too much for our Gus.
CURRENT FAVE GAMES: ALIEN 3, STEEL EMPIRE



PAUL "REE-SPECT" DAVIES
Paul's rather shoddy claim to fame is that, during one lunchtime, he saw TV supremo and top 'kids' entertainer Tommy Bòyd and 'wikkid' guy about town, Normski who was playing out on his bike. "Respect was definitely due" says our starstruck staff writer.
CURRENT FAVE GAMES: GHOULS 'N' GHOSTS, STREET FIGHTER II



DAVE "THE PELVIS" KELSALL
Meet our latest recruit, Shakin' Dave Kelsall. "My biggest claim to fame has got to be getting the chance to hang around with all the MEAN MACHINES crew," says our brown-nosing new boy. Bless him!
CURRENT FAVE GAMES: DESERT STRIKE



FRASER "SUPER STAR" GRAY
Having worked at the ill-fated Number One magazine, Frase has "rubbed shoulders" with some of the giants of the pop industry, including perennial favourites, Right Said Fred. What's more, he got bossed around by Ian Hooten and The Farm when they arrived to run the magazine for a while. Luckily, the job had its advantages - like being able to meet the lovely Michaela Strachan!
CURRENT FAVE GAMES: ATOMIC RUNNER

WILL YOU BE SURF-FISH-ENTLY SPORTY FOR JAMES POND'S AQUATIC GAMES...



Even James Pond needs to take an offishal break from baddie-baiting occasionally.

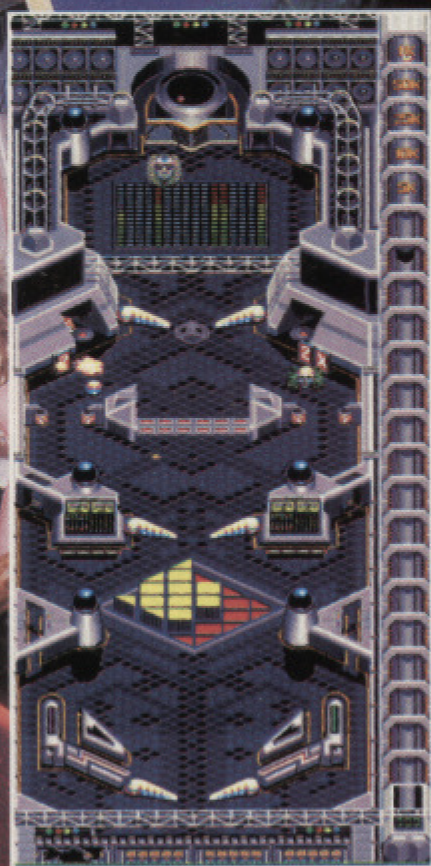
But far from floundering around in some terribly exotic plaices, he's organised a turbot-charged tournament, for up to four players - The Aquatic Games™.

Ten crazy new-wave events, including shark unicycling, the hundred metre splash, frog hurdling and spongey jumping and featuring four new fishy characters.

SEGA
MEGA DRIVE

OR WILL YOU COP IT IN THE PINBALLS WITH CRÜE BALL ?

WHEN LIT



Composite Screenshot

FLIPPER

All of which will set you up nicely for a spot of wham - bam - thank you - ma'am heavy - metal pinball action.

Inspired and accompanied by three mightily tasteful Mötley Crüe tracks, Crüe Ball™ will blow the cobwebs off anyone's plectrums.

Bang away at anything that moves and watch your pinballs explode through nine different volume levels until you crash the secret enclaves of the ultimate backstage party.

So there you have it. Two mediocre games for dweebs with no thumbs.......NOT!

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NEWS



FINAL FIGHT FOR MEGA CD!

Capcom's stunning arcade beat 'em up, Final Fight, is coming soon for those lucky people with Mega CDs! What's more, it promises to deliver every single aspect of the smash coin-op, something even the Super NES version was unable to manage!
If you don't know, the game centres around a certain Mike Haggar, who's given up wrestling to become the Mayor of Metro City. Unlike his predecessors, Haggar is an honest sort of bloke who doesn't give in to the despicable bribes offered to him by the evil Mad Gear gang. In order to make him more amenable to their perverse desires for the city, the gang kidnap Haggar's daughter, Jessica. Poor old Mike decides to come out of wrestling retirement and traverse the streets of Metro City, dealing with the Mad Gear in a number of amusing (and yet very violent) ways. Joining Haggar in his quest for justice is Jessica's boyfriend, Cody. Luckily, it turns out he's a skilled martial arts expert and adept in the craft of wielding a blade. Jessica's frustrated "friend", Guy (he of the orange pyjamas) also decides to lend his ninjitsu skills to the worthy cause.
Just like the original coin-op, Mega CD Final Fight offers two players the chance to take part in the game simultaneously - an option the Super NES version severely lacked. This new reprogrammed version also has every one of the coin-op's six levels! In addition, the CD element enables the programmers to come up with a soundtrack far superior to the one found in the original coin-op!
For Mega CD owners sick to death with RPGs and substandard arcade games, Final Fight could be a dream come true! We'll be reviewing the game in full as soon as it appears in Japan.

MICK AND MACK: COMING SOON

Look out for Mick and Mack, coming soon from Virgin Games. It's a platform game in the mould of Sonic the Hedgehog, but is boasts far more in the way of gameplay. This, coupled with the amazing graphics and stunning speed should make the game a classic. Look out for more news soon.

ANOTHER WORLD: ANOTHER CONVERSION

Delphine's classic Amiga game, Another World is heading for your Megadrive courtesy of Virgin Games. It's a platform game rather like Prince of Persia. However, the animation is actually miles better than Jordan Mechner's game (believe it or not) and boasts some of the greatest graphics and effects yet seen. We've had a quick peek at the unfinished game and reckon that it should be dead smart.

BOND-ED TO YOUR MEGADRIVE

Domark have announced an all-new James Bond game for the Megadrive, Master System and Game Gear. James Bond 007: The Duel isn't based on any of the movies as such. In fact, it's an all-new story created by the game's publishers, Domark.
The actual gameplay is quite similar to Rolling Thunder II. As Bond, you run around a scrolling landscape, rescuing hostages and planting bombs. James' fisticuff-related skills have been forsaken in favour of pure Walther PPK-style action. Plenty of Bond's old enemies are resurrected (in some cases, literally from beyond the grave!) in this game, including the perennial favourite, Jaws, along with Oddjob and Mayday (Grace Jones in a View to a Kill, remember?).
We've seen quite a lot of the game and can report that it's quite a good laugh.



▲Look out for the full review next month!

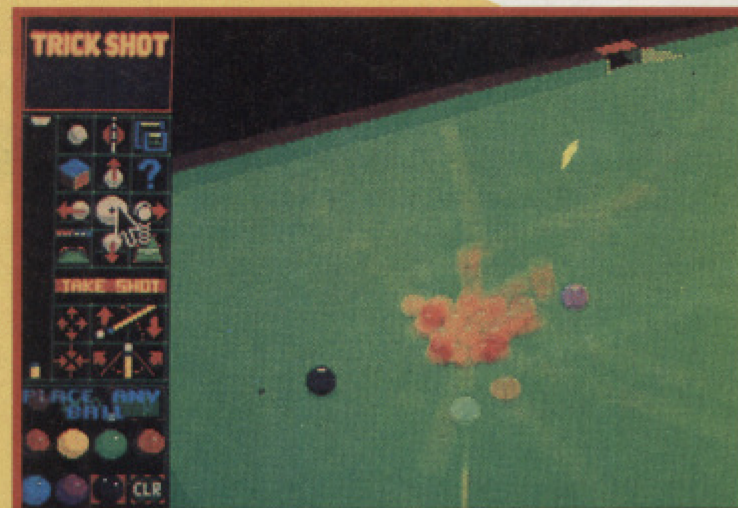


TOP SNOOKER SIM SET FOR MEGADRIVE

Virgin Games have announced that their top computer snooker simulation, Jimmy White's Whirlwind Snooker, is scheduled for release on the Megadrive.

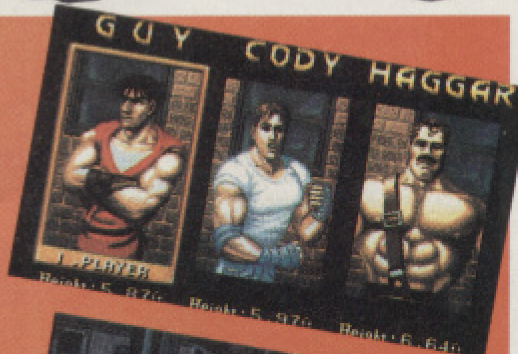
If you've never seen the game on the ST or Amiga, you've missed the best snooker simulation in the entire world! It boasts amazing 3D ray-traced graphics, moving at phenomenal speeds. What's more, it plays a mean game of snooker too! Every rule of the game has been incorporated into the simulation, and there's even the opportunity to try out your own trick shots!

The original programmer, Archer Maclean is planning to carry out to the conversion work and promises "a trick up his sleeve" that should have the Megadrive version running just as fast as the blindingly swift Amiga game! Archer is planning to start work on the game during the next couple of months with a view to finishing the project during the spring of next year. Keep your eyes glued to further issues of MEAN MACHINES for more juicy details on what looks like being one of the best sports sims ever!





These are Amiga pictures of snooker. The Megadrive game should be just as good!







TAZ-MANIA FOR GEAR

The smash hit Megadrive title, Taz-Mania, is scheduled for release on the Game Gear, and looks like being just as cool as its 16-bit relative!

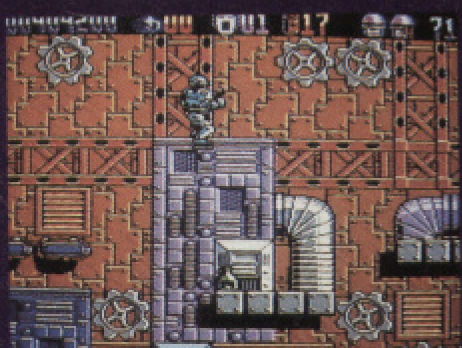
As\0 you might suspect, you take control of the Tazmanian Devil himself, endowed with the bizarre ability to eat just about anything. What's more, you're able to spin yourself into a veritable whirlwind and use this bizarre power to knock out any enemy foolish enough to cross your path. Just like the Megadrive version, the game is based around a platform environment, with Taz himself charged with the task of duffing up meanies and finding the exits to each level.

The Megadrive version was noted for its superb graphics, and although the backdrops have been toned down detail-wise, the sprites still look just as brilliant as their 16-bit cousins. Definitely a game to watch out for, MEAN MACHINES will have all the details during the next few months. Keep those eyes glued to these very pages!



SUPER-POWERED MASTER SYSTEM

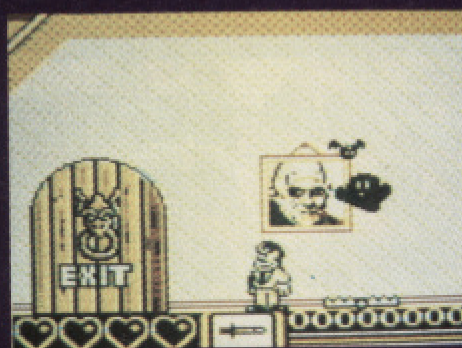
The Man of Steel himself, Superman, is coming to your Master System early next year courtesy of Virgin Games. At the moment, the game is still in the embryonic stages, but it is thought that the basic concept of the game remains similar to the Megadrive version (previewed on page 98). Virgin have enlisted quality coders Graftgold to the project (they of Paradroid and Rainbow Islands fame), so hopes are high for a fine game worthy of the brilliant license.



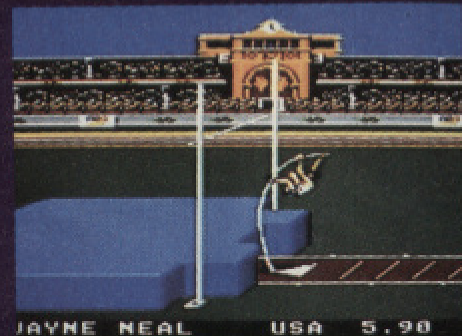
ROBOCOP 2 FOR THE NES RATED 72%
MEAN MACHINE / MARCH 1992



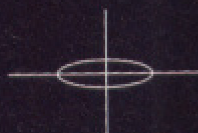
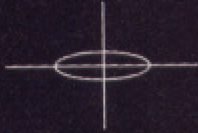
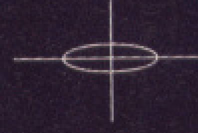
LEMMINGS FOR THE SUPER NES RATED 93%
CVG / MARCH 1992

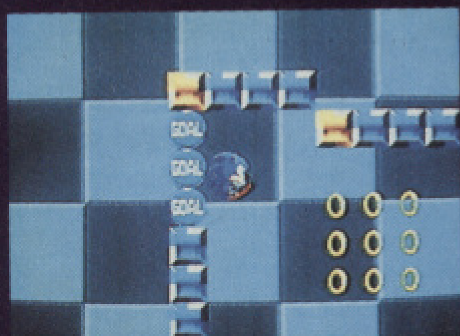


ADDAMS FAMILY FOR THE GAME BOY RATED 52%
GO! / MAY 1992



OLYMPIC GOLD FOR THE MEGADRIVE RATED 70%
MEAN MACHINE / JUNE 1992

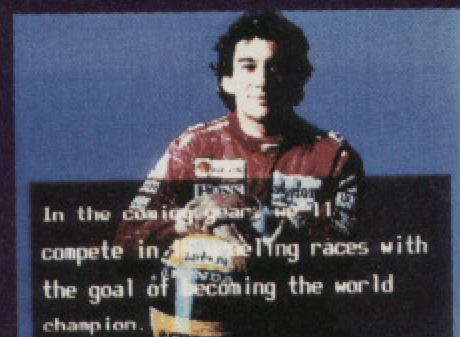
SONIC THE HEDGEHOG FOR THE GAME GEAR RATED 89%
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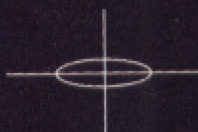
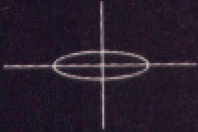
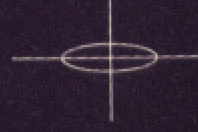
SUPER HANG ON FOR THE MEGADRIVE RATED 89%
COMPLETE GUIDE TO THE MEGADRIVE / DECEMBER 1991



FINAL FIGHT FOR THE SUPER NES RATED 88%
CVG / AUGUST 1992



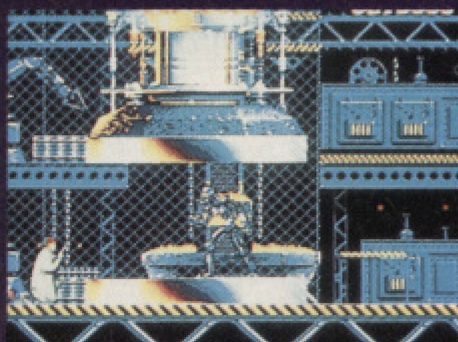
SENNA SUPER MONACO FOR THE MEGADRIVE RATED 89% CVG / JULY 1992


HERE'S HOW THE MA THE TOP GAMES. CHECK OUT IF THEY AT THE GAMESMASTE



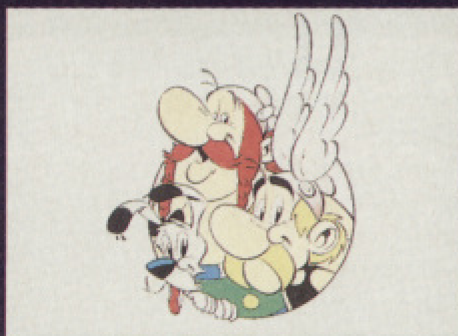
TAZ MANIA FOR THE MEGADRIVE RATED 93%
SEGAPRO / AUGUST 1992



TERMINATOR FOR THE MEGADRIVE AND THE MASTER SYSTEM RATED 90% SEGAPRO / JUNE 1992



SPIDERMAN FOR THE GAME BOY RATED 93%
GO! / AUGUST 1992



ASTERIX FOR THE MASTER SYSTEM RATED 90%
CVG / MAY 1992

GS RATE

'RE RIGHT

R ZONE.

Are some of these favourable reviews a tad too enthusiastic? Are some of the negative ones a gnats' too critical?

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(There are over 250 available in all.)

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CHANNEL FOUR TELEVISION

And hot new games is where the Gamesmaster Zone really has the edge. The day a title is out, is the day that title will be in.

And not just boxed behind the counter, but loaded up and ready to play in our demonstration units.

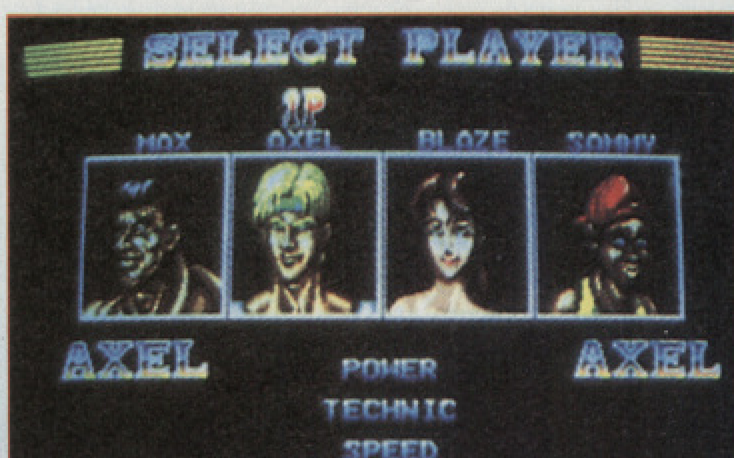
By now the doubting Thomases amongst you may be thinking we're telling a few wobblies ourselves.

Well Tom, check out the Gamesmaster Zone in your local Comet.

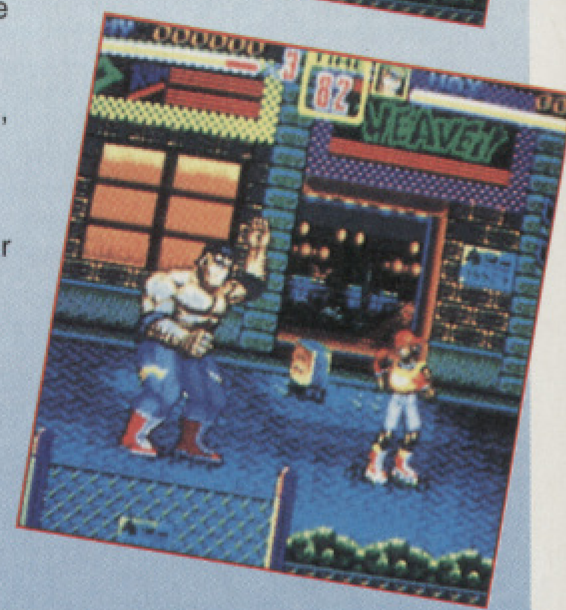
COMET
YOU KNOW WHERE TO COME.

STREETS OF RAGE II UPDATE









Just about the only hot game missing from the amazing MEAN MACHINES Sega Preview tape is the follow-up to the top-selling Megadrive beat 'em up, Streets of Rage. Rest assured, work is progressing on the game at an astonishing rate, and Streets of Rage II should be out in the shops by early December.

The game is seen by Sega as the cart to out-do Nintendo's incredibly successful (and rather good) Final Fight. In order to pull this off, Sega have enlisted the same coding team behind the smash hit original, but have upped the cartridge specification drastically. Streets of Rage II is a massive 16-megabit cartridge, only matched by Super NES Street Fighter II in terms of memory size.

The programmers have used this vast cache to improve the original game significantly. The small characters of the original have given way to gargantuan Final Fight-style sprites, and the repetitive backdrops of the first game are far more detailed in the sequel. What's more, the programmers have retained the amazing simultaneous two-player action that made Streets of Rage such a classic.

The basic gameplay remains pretty much unchanged. It remains a case of traversing the scrolling backdrops, using your martial arts skills to do away with the legions of enemy sprites that crop up. The new game should include more levels and weapons to collect. The programmers have even included a new character to get to grips with, making a grand total of FOUR (each with their own individual forms of attack) in the finished game!

This game is shaping up to be one of the finest beat 'em ups ever devised for a home console! What's more, we'll be giving you an extensive preview of the game - maybe even in the next issue of MEAN MACHINES! The question is, how well will it compare with the forthcoming Mega CD version of Final Fight? Stay tuned...

UNDERGOUND VIOLENCE HITS MASTER SYSTEM



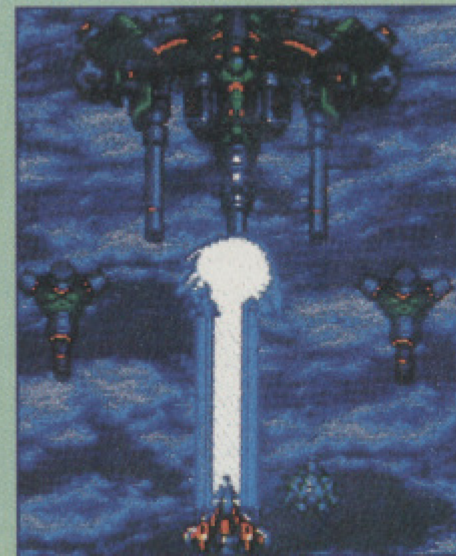




Pit-Fighter, that classic arcade game of complete violence, is coming out for the Master System! Apparently, this version retains just about every feature of the coin-op, including the amazing graphics and all the moves. The programmers are even adding to the original by incorporating special extras, including several secret rounds! The game has only just gone into development, but we are promised that it's going to be completely mega! As you've probably guessed, we'll be previewing the game just as soon as we can get our hands on a copy!

MEGADRIVE SCI - NEXT MONTH!

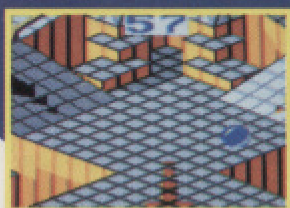
Fans of Special Chase Investigations will wet their pants with unbridled excitement when they learn that their favourite coin-op is being converted to the Megadrive.If you don't know much about the coin-op, it puts you behind the wheel of an armour-plated Japanese sports car. It's your job to pursue a number of dangerous criminals and inflict as much damage as possible on their cars as possible. Sooner or later, they're forced off of the road, enabling you to arrest them. Hurrah! This is much improved over Chase HQ (which only appeared on Master System and Game Gear), with more villains and even minor enemies getting in the way. Also adding to the excitement are plenty of power-up weapons that enable you to blow your opponents off the road!



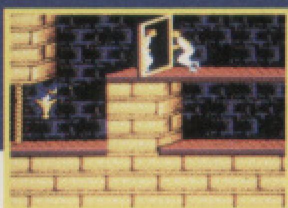
The coin-op was quite a laugh so hopes are high for a Megadrive conversion that captures the playability of the original . We'll be giving the game the full MEAN MACHINES review next month. Look out for it.

GAME GEAR DOMARK ROUND-UP

All you proud Game Gear owners out there will no doubt wet your pants at the vast range of hand-held titles coming soon for your pint-sized machine, courtesy of Domark's Tengen range.
Paperboy is a hand-held version of Atari's classic coin-op. It casts you as an American paperboy delivering the Daily Sun to some of the most dangerous suburban neighbourhoods on the entire planet! This is a stunningly close conversion - look out for it.
Other games from the Tengen range include Marble Madness - another classic Atari coin-op which casts you as, strangely enough, a marble, rolling around various isometric 3D landscapes in a desperate attempt to beat the crushing time limit and find the exit.
Klax is another close conversion, this time of the amazing puzzle game (still one of Rich's favourites). The transition to the Game Gear is looking good, and the finished game should be much the same as the brill Master System version (rated at 88% in MEAN MACHINES).
Keep a look out for Prince of Persia too. This Game Gear version looks pretty close to the brilliant Master System game, and packs in all of the challenge and the awesome animation of the original version. This is well worth investing in as soon as it hits the shelves and is destined to become a Game Gear classic!







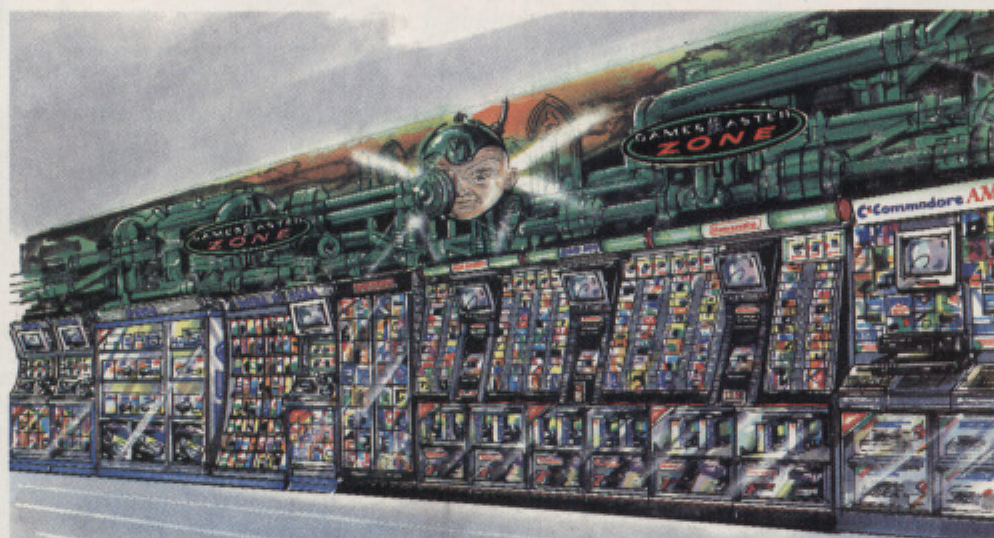
BALLISTIC IS BACK!

As you may or may not know, Ballistic were halted from selling any of their unofficial Megadrive games pending the outcome of an epic legal battle initiated by Sega.
Well, the good news (at least from Ballistic's point of view) is that Sega didn't fare that well at the courts, and Ballistic are now able to sell all of their Megadrive titles once again. However, they aren't out of the woods yet. Sega still have loads of legal points to take Ballistic to task with, which may yet spell disaster.
Still, what this all boils down to for you, the punter, is that titles like Star Control, Winter Challenge and Turrican are back on the shelves. What's more, completed titles, like Super Off-Road and Universal Soldier (which looks very much like Turrican, funnily enough) should be out very soon. Future Ballistic delights include Star Control II (we're looking forward to that one) and Summer Challenge. Full details will follow in a later edition of MEAN MACHINES.

BURNIN' UP THE MEGA CD!

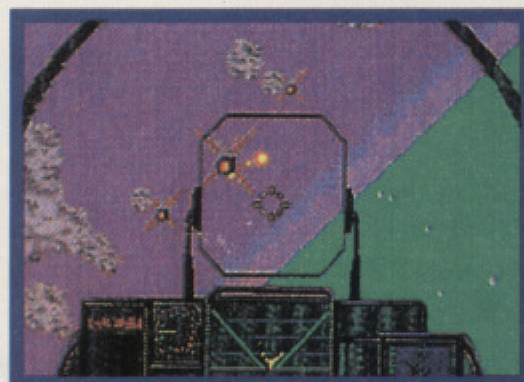
Watch out for Afterburner III, coming soon to a Mega CD near you! In case you're wondering, the game is an as-near-as-dammit conversion of the mega R360 game, G-Loc.
Most of the game is viewed from inside the player's F-14 Tomcat fighter, and the gameplay generally involves blowing up enemy MiGs and installations within crushing time limits. Making matters slightly more difficult is the arduous terrain. Watch out for narrow canyons and mountain ranges! At the same time, keep your eyes peeled for any 'planes that creep up behind you. Should this occur, the game changes to defensive mode. The perspective of this section looks rather similar to Afterburner II, and it's your job to dodge enemy fire until the threat has passed.
The game's looking quite good at the moment and should show just what the Mega CD's sprite scaling and rotation is capable of! Look out for a review in a forthcoming issue of MEAN MACHINES!

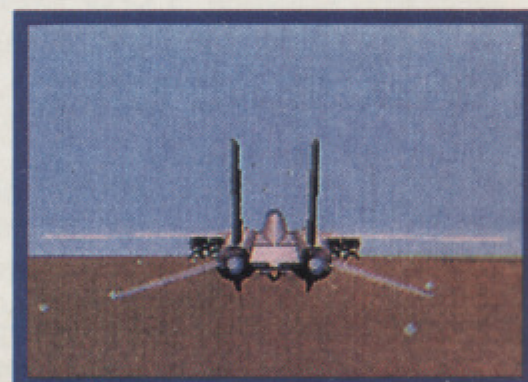
LIVE AND DANGEROUS



Coming soon to a Birmingham near you is the GamesMaster Live event. Three days of fun and frolics of the computer gaming kind brought to you by those GamesMaster chaps in conjunction with us here at MEAN MACHINES. All the hilarity of the TV show hits the NEC on December 4-6, packed with challenges, celebrities, competitions and bargains. There's also the chance to try out all the latest software ages before anyone else and make your mates sick with jealousy thanks to stands from Electronic Arts, U.S. Gold Virgin, and Nintendo to name but a few. There's also a Quasar Lazer Dome where you and your friends can shoot each other for fun and loads of Virtual Reality machines where you and your chums can pretend to shoot each other. The whole MEAN MACHINES and NINTENDO MAGAZINE SYSTEM team will be down there along with Dominik Diamond. There are still a few tickets left, priced at the special Mean Machines bargain basement price of £6.00 each. However those of you lucky enough to be in the Gamesmaster Club can get in even cheaper by quoting your personalised membership number when calling the box office. So if you're interested (and you bally well should be by jove), call 021 780 4133 to reserve your ticket now.









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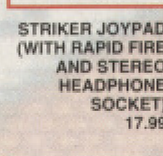
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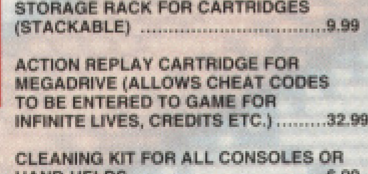
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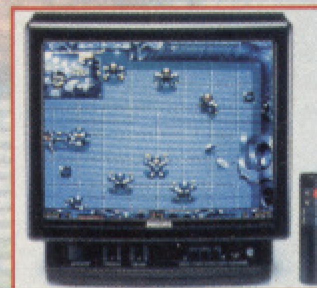


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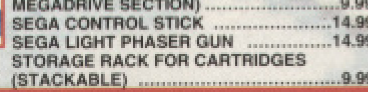
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NEW EA GEAR UNVEILED

Electronic Arts, renowned for their skillful Megadrive stuff, have a whole host of amazing carts lined up for release.
The most exciting game on the list is Road Rash II. This game boasts playability similar to the first game, but has the added advantage of split-screen simultaneous two-player action. Also serving to improve the successful formula are a new range of bikes, plus plenty of bolt-on bike improvements! Sounds good eh? Well, MEAN MACHINES has the exclusive review of the game. Look out for it next month.
Another EA game looking good is John Madden '93. We've seen an early version of the game and it seems nigh-on identical to John Madden '92, but with loads of speech just like Joe Montana Sportstalk Football!
Risky Woods is an action-packed platform game that originally won plenty of praise when it was released for the Amiga. We wait with bated breath for the finished Megadrive cartridge.
Another highly exciting title coming soon is Lotus Turbo Esprit Challenge. This is converted from the award-winning Amiga series of Gremlin Graphics road racers, all of them known for their highly exciting gameplay and two-player action. The game is being converted by Gremlin themselves and looks like being totally stunning. We'll have more news very soon.
Finally, EA are releasing the follow-up to Shadow of the Beast. Beast II (as it's known) looks uncannily like the Amiga version, with the same brand of excellent graphics. Unfortunately, the computer version was very lacklustre in the playability department. Hopefully, EA will tell their programmers to get it right for the Megadrive.
MEAN MACHINES will have the definitive previews and reviews of these games just as soon as EA give them to us!



▲ Road Rash II featuring simultaneous two-player frivolity!



▲ Lotus Esprit Challenge.



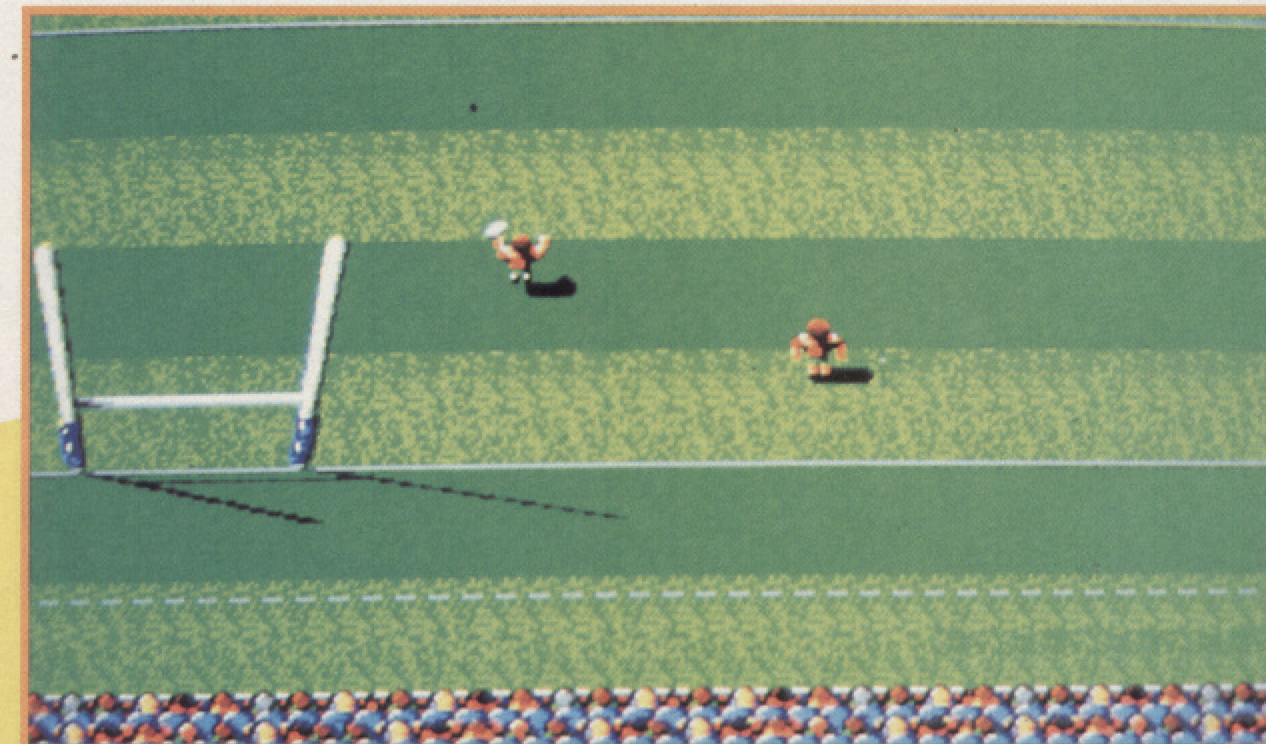
▲ Shadow of the Beast II.



▲ John Madden Football



▲ Risky Woods.



FIRST CONSOLE RUGBY GAME!

Hats off to the people at Domark - they've announced a console version of Rugby! Called International Rugby, it's looking right tasty, with all the rules of the game incorporated.
These shots show the game at a very early stage (they've only just started programming it), but already hopes are high for a fine simulation that captures all the cunning strategy and all-out violence of the sport!

SUPER OFF-ROAD BURNS UP GAME

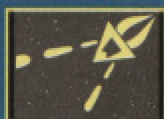
Is Leland's Ivan "Iron Man" Stewart's Super Off-Road the most converted coin-op of all time? You guessed it, yet another version of the popular Super Sprint variant has been announced, this time for the Game Gear.
This version of the game is slightly different from the other versions in that the whole course isn't viewed in its entirety. This is because the Game Gear screen is so small, the 4x4 trucks would be completely minuscule! Instead, the action zooms in on the portion of the course you're travelling around and follows you as you drive. Otherwise, this version isn't that much different from the coin-op. It contains all the power-ups and courses of the arcade machine, and there's even a link-up mode that enables two players to race against each other!

THUNDER STORM FX



1 PLAYERS





PRICE IMP

BY WOLFTEAM

R OUT NOW

OPTIONS

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SKILL LEVELS:2
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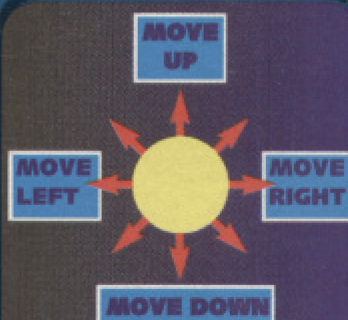
1ST DAY SCORE

70,000

ORIGIN

Thunder Storm FX was originally a laser disc coin-op that no one thought could be converted to a console.

HOW TO CONTROL



A MISSILE

B MISSILE

C CANNON

S START

HOW TO PLAY

Thunderstorm FX comprises of ten missions, each involved with saving the earth. For the most part, the heli steers automatically around the level area. You just have to shoot!

America is under threat! President Quayle has declared a state of emergency as hostile forces swamp the land of freedom, and immediately close all McDonalds in every city. The plan is obviously to starve the population into submission, by depriving them of a supply of "Chicken Macnuggets (nuggets, nuggets, nuggets)" and "Filet-O-feesh-for-my vife". The securities market is destined to panic, and the pound will most certainly fall a couple of pfennigs. In view of emergencies such as these, the stockbrokers have had a whip-round and bought a squadron of Thunder Storm choppers to chase the hamburger-hating forces out of town, and off the face of the earth.

As it happens you are one of the life-hating individuals with the nous to fly one of these choppers, and in that capacity you find yourself sitting aboard the loaded aircraft, awaiting mission instructions. Your services are required in a multitude of built-up areas, or terrain-filled zones, and the only requirement is to shoot the fundament out of everything you see. If you believe that's in your grasp, "make your day" and "chocks away", ahem.





The first mission takes you into the thick of the conflict - with an aerial battle in the centre of the Big Apple, no less. The opening shots are of the Statue of Liberty - which is right in your path! After you take evasive action, there is a large supply of airborne enemy hardware to send groundward. The extent of the invasion force means a run at ground level, through the NY streets is required - adding extra dangers from collisions with buildings. After clearing New York a steep climb over Wolfteam Towers is required to finish the stage.

▶ *Massive explosions like this one are commonplace in this game of mass destruction!*

CORE BLIMEY!



▲ *The Statue of Liberty is the setting for the first terrorist assault. Stay sharp!*



▲ *You've got the first "bandit" right where you want him!*



▲ *Fire! Fire you fool! Fire!*



...R STORM FX

LADEEZ AND GENTLEMEN

Thunder Storm, like most CD games with tons of memory space are wont to do, includes a lively animated intro to 'whet' your palate. The graphics - again Manga-esque - are very close to those in the actual game itself. The intro is not that long, but fun-filled nonetheless.

SMARTER THAN THE AVERAGE...



▲Boom! Another "bandit" bites the dust!



▲Oh no! Your antics have started an avalanche! The whole cliff is disintergrating! Move! Move you fool! Move!

New York is safe, but the next cultural target is Jellystone Park - the Rocky mountain wilderness so beloved of the American people, for it's picnic lay-bys, 'Old Smokey' (or whatever), and Yogi Bear. Now the peace is shattered by dozens of choppers - so you arrive to enforce some 'noise abatement'. Your descent into the big canyon leaves you vulnerable, so cover yourself against chopper attacks. Then a series of gun emplacements need dislodging with missiles. As you run along the rockside, a charge explodes in an attempt to cover you under a large wodge of dirt - evasive action! Next into the canyon proper, and some hairy moments with sharp enemy pilots, and jagged walls before victory is finally achieved.

POLARIS WO-HO !



▲Oh no! Now the enemy have brought in their naval fleet! Knock 'em out - NOW!



▲Scratch one aircraft carrier!

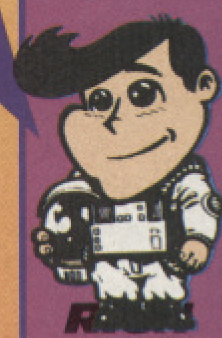


▲"Bandits" arrive from the skies! Shoot!



COMMENT

Thunder Storm FX is an extremely pretty and mega-sounding shoot 'em up with small pretensions of interaction. Like Gus has said, the graphics are just like watching a (slightly jerky) film, but there are no avenues to explore. You must shoot the 'planes in order to make the animation continue - and that's about it really. Of course, I could enthuse about the graphics and say that nothing like this has ever been seen on a console before. However, in my books gameplay is all-important, and although the compulsion to see the later levels is very strong indeed, it wasn't enough to keep me glued to the Mega CD. Some people get a real kick out of seeing the amazing things that consoles and CD technology can do. Those individuals should buy this game immediately as it is a showcase game, but for those after a truly interactive, highly entertaining experience should go elsewhere.



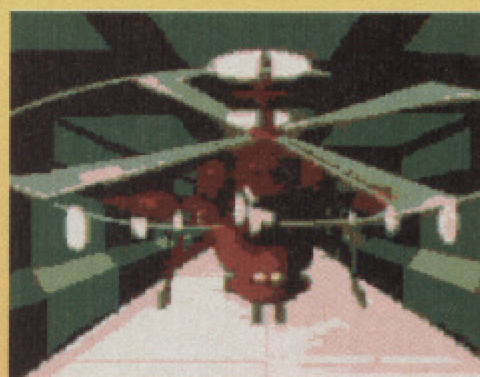
The enemy now show they mean business by banding together their submarinal forces for an attack on those lovely American shores. Your chopper prowess is all that stands between peace and Miami with a SS-20 up its jacksie. With that in mind you plan an offshore raid, knowing the sleek cigar-shaped things will have to surface before shooting their noisome load. Sure enough you have to face a barrage of air support as well as the submarine pack itself, which is prone to appear right underneath you. Missiles are needed for such heavy tactics - but it's a struggle enough to remain stable in the rough weather, let alone target your weapons.



COMMENT

Okay, I have to admit being highly impressed with the technical side of Thunder Storm FX. The game obviously uses a vast amount of memory to store the massive amount of picture data necessary for a cartoon movie. Coupled with that are the aesthetic qualities of the graphics themselves - some of the sequences are smart and the explosions are breathtaking. With the fantastic sound they form a very atmospheric, but simple game. But this is one of the clearest cases, for myself, of game coming second. The actual requirement of the player is secondary to this wonderful demo scrolling on in the background. The sort of skills needed are a narrow band of reflex action and memory mapping, so you know where to move the cursor next. Of course that makes each level a repetitious chore in a short time, and its even worse replaying it because your continues are finished and you want to see higher levels. I have got to be harsh in these situations because gameplay is what we are about - I can see pretty pictures at the movies anytime. So if you want a technical marvel get Thunder Storm, but you're shelling out for a most expensive demo. So think on!





HAPPY EASTER?

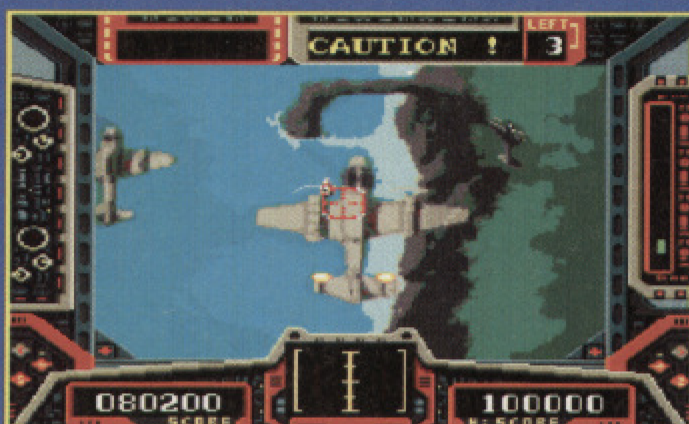
Stage four takes you to the fine archipelago known as Easter Island. It's your job to shoot down the enemy choppers that have seen fit to take up residence. But at the same time you must survive some close shaves with the cliff face... or else! After that, it's a simple matter of blowing up the enemy base! Hurrah!



▲The enemy base on Easter Island meets with an apocalyptic end...



▲An enemy chopper faces the wrath of your cannons and missiles.



►Flying high over Easter Island, you encounter some enemy 'planes! Blast 'em!

FORTRESS FROLICS



▲Follow this chopper as it scarpers towards its hidden base!



▲Two against one... good odds considering that you're such a hot pilot... or are you?



▲Even some ground-based targets case problems. Let this tank eat missiles!



▲A mass of enemy gunships cause problems for you at the beginning of the level.

Level five: the fortress! Here, the objective remains the same. Take out any stupid fighters that cross your path and shoot up just about every part of the fortress you can! Easy!

WHEN IN ROME



▲*Flying high over Rome! Watch it!*



▲*The chopper's in your sights! Blast it with everything you've got!*



▲*It's fired its missiles! Quick! Kill it!*



▲*Facing up to a gunship!*

Level six takes you to Rome, where (rather mysteriously) the various landmarks have been infested with enemy 'planes and helicopters! Argghhh! By this point, the game has got very tough indeed, with the sights appearing with only nano-seconds given to blow the suckers out of the skies!

YOUR ARSENAL

Two weapons, and two only have been strapped to your craft. The reason for this shortage is to keep weight down, and so aid manoeuvrability. The cannon is the most versatile and fastest weapon to use. It should be employed against most air targets. Missiles are slower but much more powerful, and are necessary to take out heavily defended ground targets and large armoury like submarines.



COCKPIT CORUSCATIONS

The rigours of flying a helicopter have been much simplified for Thunder Storm. Under your control is the gunsight, linked to the dual weapons system of missile and cannon. The on-board computer generates a target box around each bandit, which helps your aim. At the bottom of the screen is a simple navigation device. This politely advises you to move in a particular by displaying an arrow. Your compliance is recommended, as failure often results in you gate-crashing an office party on the 31st floor of a tower-block, or examining the minute rock strata of the Grand Canyon at a very close range. On the right hand side is a LED scale, moving from green to red. This denotes your cannon temperature, raised by over-firing. If the gun is overheated the cannon jams for a while - leaving you defenceless!



LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■□
WEEK	■■□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	□□□□□
ACTION	■■□□□
CHALLENGE	■■■■□
REFLEXES	■■■□□

PRESENTATION 90

▲An intro, a modicum of options and some continues are all worthy features.
▼The presentation of the options is hardly aesthetic or polished.

GRAPHICS 93

▲Computer animation, very smooth, fast and with clever transitions of perspective and scale.
▼A weird blurredness, due to eccentric colouring in places, is distracting.

SOUND 93

▲Amazing effects and terrific speech lends immense atmosphere.
▼Sound is ideally suited to a game of this type - so no gratuitous symphonies added.

PLAYABILTY 75

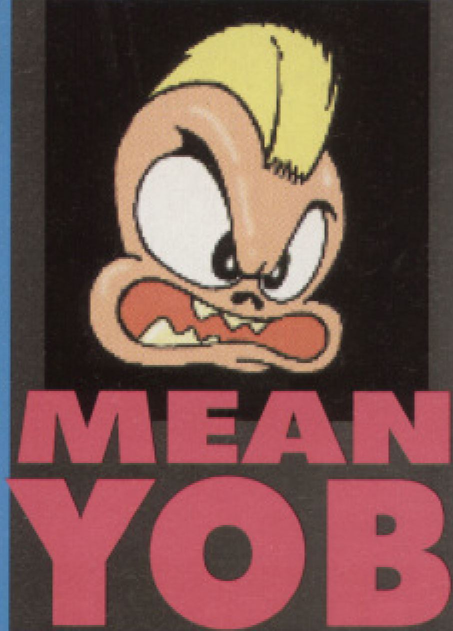
▲It's initially exciting being part of the dynamic visuals presented.
▼The shallowness of the game - and its frustrations - strikes home quickly.

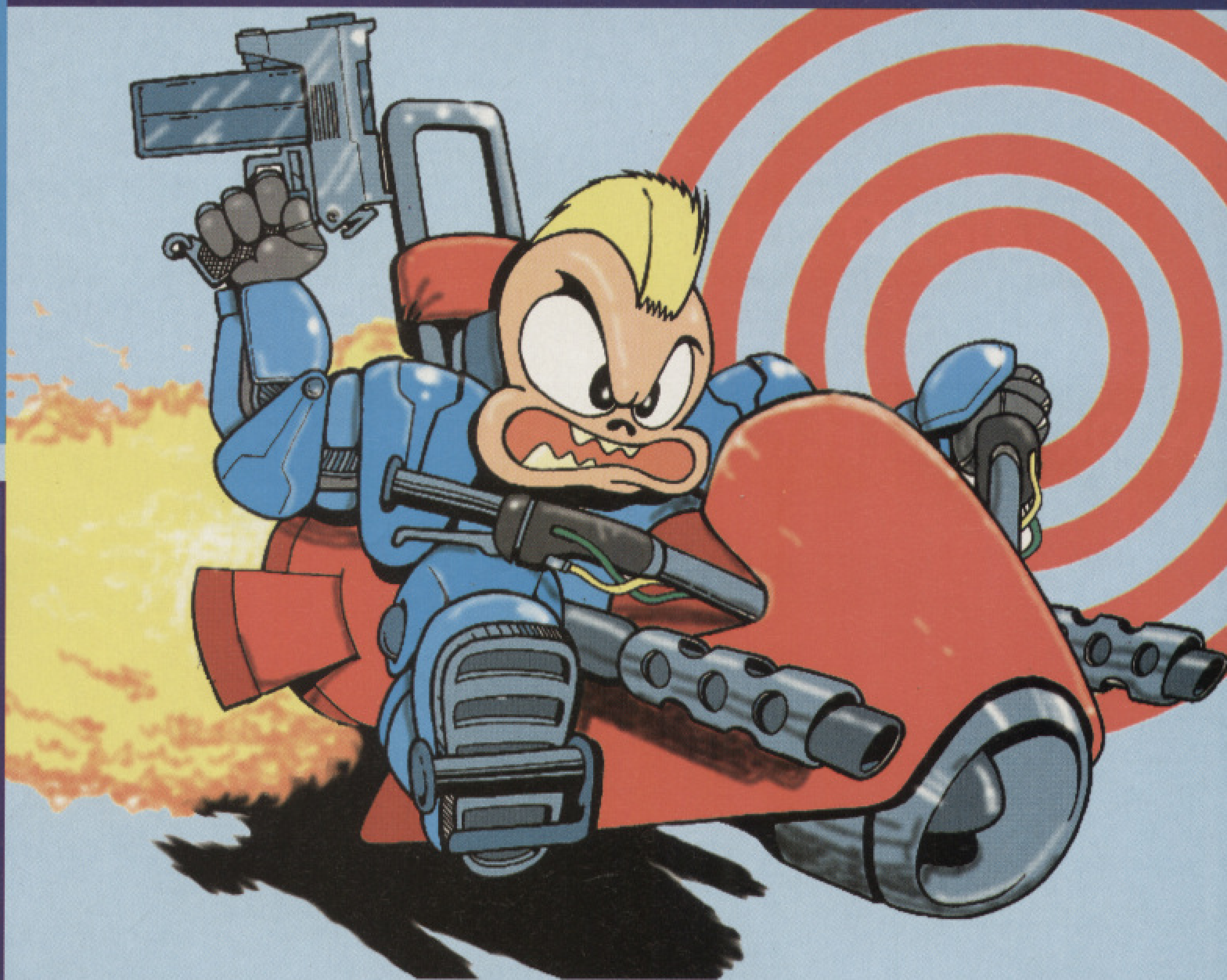
LASTABILITY 69

▲Ten missions, and by number three they're getting tough.
▼Absolutely no playing urge after completion, if it lasts that long.

OVERALL 73

Not so much a game as a glorified demo, for those interested in technical excellence.





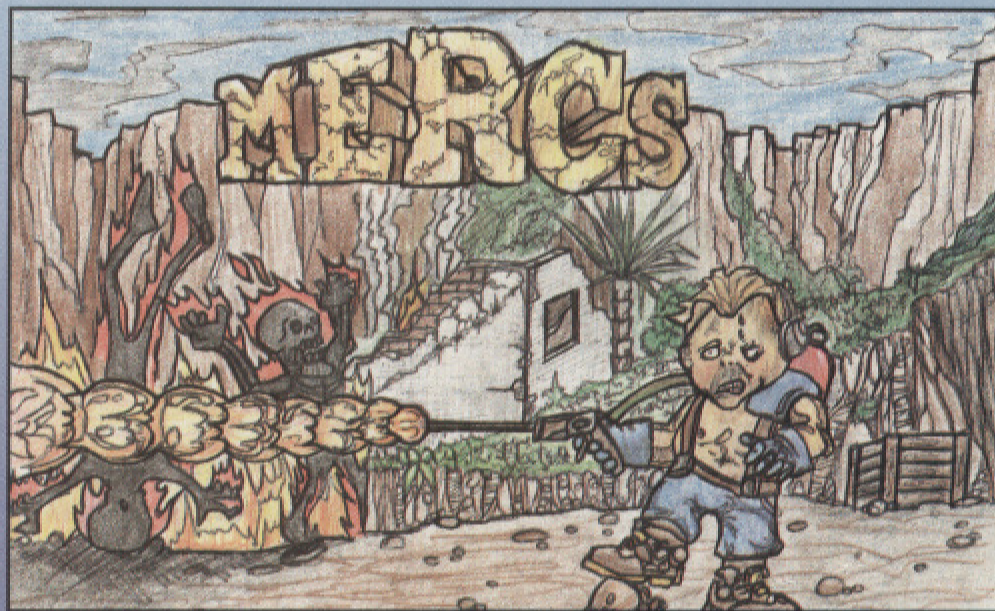
He's skill. He's brill. He's uncensored and he's ill! It's the YOB. Yes indeed, love him or hate him, his subtle blend of humour, irony and pathos is so superb, only the thickest, saddest retards can object to his words of wisdom and wonderment. If you've got anything remotely interesting to say, or have some fine pictures to send in, write off to: SUCK ON THAT YOU APATHETIC DONUTS! MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BANG! OO! MY FOOT!

Dear YOB
First of all I'd like to say how brill your mag is. Your reviews and ratings have a lot to do with the games I choose to buy.

I would like to have my say on the item about parents and teachers moaning about how much time is spent by students and pupils playing console games. If you do your homework and then play on the console they wouldn't have anything to complain about. The only reason some parents moan is because they have never played the games, and their idea of entertainment is being a complete sad case and sitting on their big, shiny baboons asses playing scrabble or I Spy. How is that going to improve your hand to eye coordination? If there was a serious problem and someone fell far behind in their schoolwork, then action should be taken. If there is no problem then parents should shut up and at least try the games, or forever hold their peace.
Gary Bickmore, Tunbridge Wells, Kent

YOB: If you study hard enough at English, you'll learn the ability to showcase your quite reasonable thoughts in such a way as not to disprove them by being a case in point.

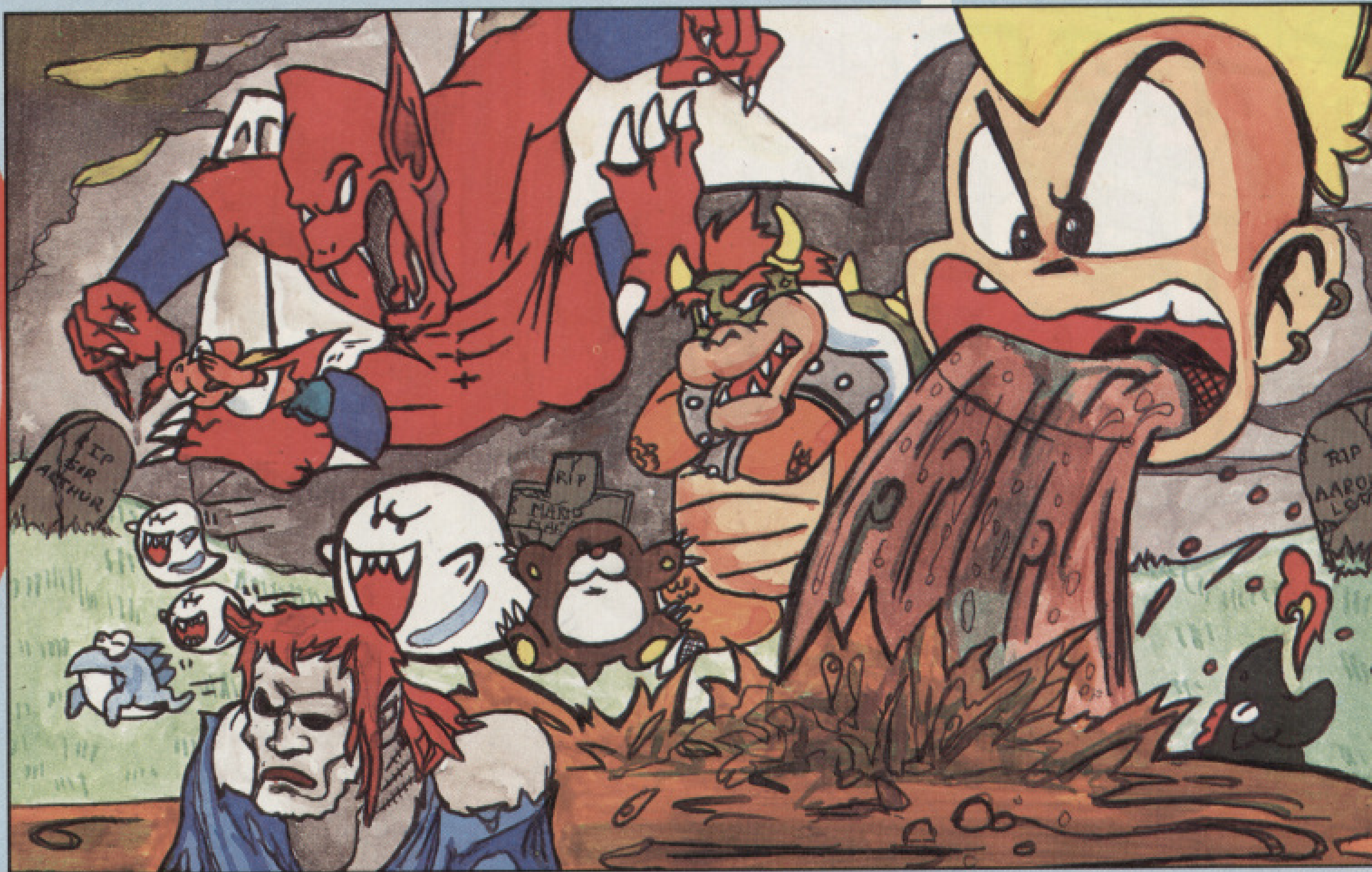


▲ ***Here's what could be described as a completely fab Mercs pic from Arron Love***

CASH IN, OR NOT TO CASH IN

Dear YOB
A few years back, some of my favourite games were made for the Megadrive, including Golden Axe, Super Monaco, Strider and Streets Of Rage. When I heard they were all going to be followed by sequels I started saving to buy them. To my disappointment the first two sequels,Golden Axe II and Super Monaco II were both cash-ins on the originals. Can you please tell me whether the sequels to Streets Of Rage and Strider are going to be cash-ins too or should I save my money and buy them?
Finbar Izacok (!), Nowhere

YOB: Wait for the reviews,



▲ *Here's another fine pic from Aaron Love - what a dude eh?*

impatient dolt with the stupid name, that's what we're here for.

A VERITABLE GAMES DESIGNER

Dear YOB
Over the last few months I have seen many suggestions for games from readers of your excellent magazine. Being a Megadrive owner and liking fighting games, I thought I would devise a beat 'em up for the machine I own.

Anyway, to get to the point, The game I devised is based on the Jean-Claud Van Damme film - Bloodsport. I thought it could be played in a similar way to Street Fighter II with the player as Van Damme fighting one-on-one with the baddies from the film, each having their own special moves, with training screens in between levels.

If this game was successful, A.W.O.L could also be produced, but this time you would have to complete different levels, such as escaping through the desert in a jeep, avoiding different hazards. Different fights might also be included.

I am sure that if these ideas were worked on by experts, they could be good games. Thanks for your time and keep up the good work.
Matt Aston,Stratford-Upon-Avon, Warks
YOB:Why not send your ideas to different software companies to see what they think. If you're thinking of getting into games design in a serious way, you've got to keep on plugging at it.

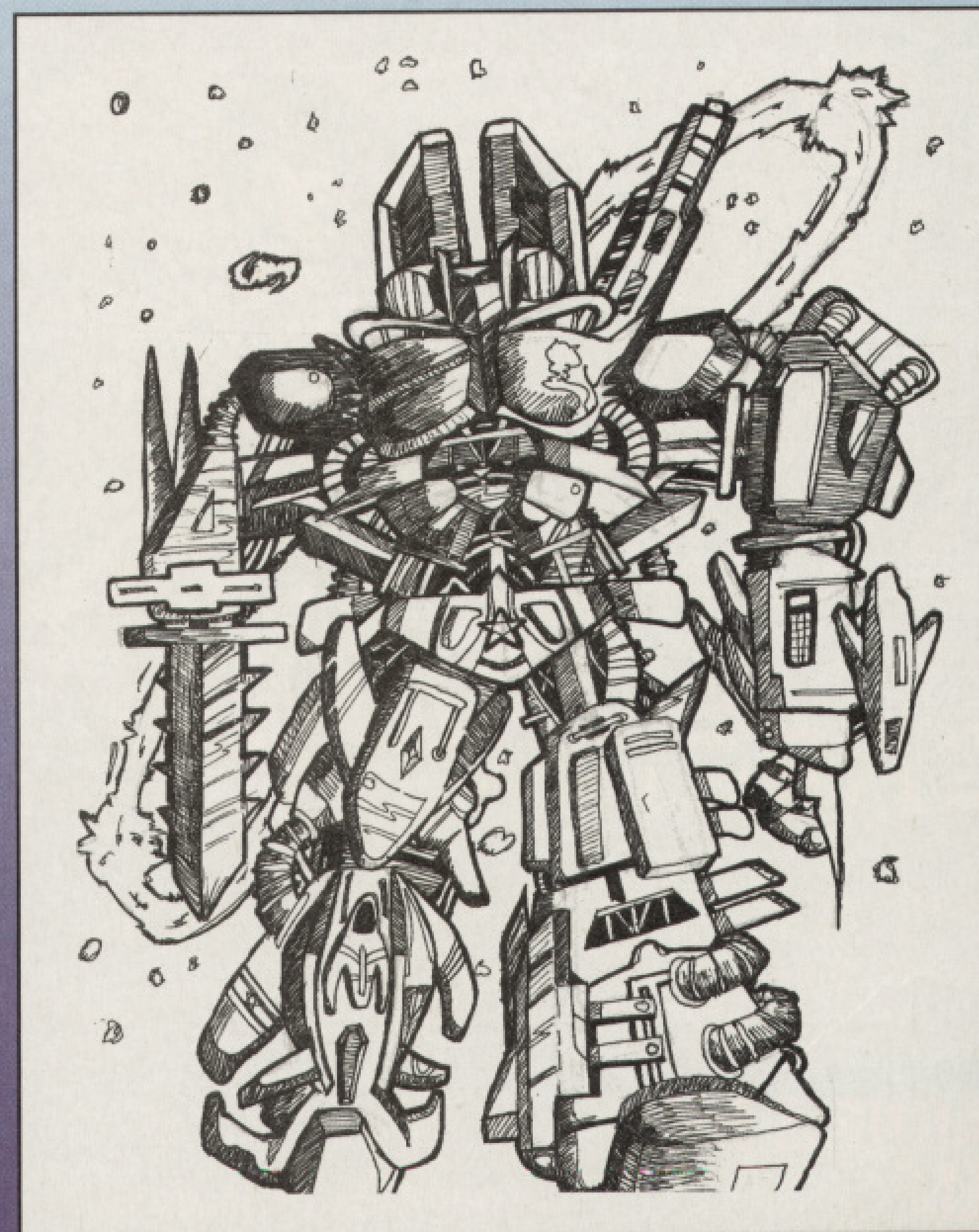
WHO'S THE STUPID

Dear YOB
I have to point out how stupid your readers are. First it was the Vs letters, you know, My SNES is better than... and all that crap. Then it was letters saying how stupid the Vs letters are. Can't the people see that they're being just as stupid as the people writing the Vs letters.
Timm, Leamington Spa
YOB: And where does that leave you? You're even more stupid than the people you're complaining about 'cos you're complaining about the letters complaining about the letters in the first place. Sukkaaaaaaaaah!

NO PLAYTEST: NO BUY

Dear YOB
I am writing to express my disgust at the shop near where I live. You see, I went in there one morning and saw on demonstration a game called Bart Vs the Space Mutants. I had £40 in my pocket and I told the shopkeeper this when asked if I could playtest the game before I bought it. "No-one can playtest the games," replied he. When I asked why he said that some control pads had been broken. "Fair enough," I said, "what if I bring in my own control pad later?" He then started shouting "No-one can playtest the games OK!"
"Very well," I said, pulling the four crisp tenners from my pocket." I'll take my business elsewhere." And with that I left the shop accompanied by two other customers who were listening in.

"What is the point of this letter?" I hear you cry. Well, my point is that all shops should have some sort of playtesting facility if only for console games. £40 is a lot to cough up just on the basis of seeing a demo. What do you and other readers think?
Jimmy O Connor, Bedford
YOB: The only thing you can do if you're not allowed to playtest games before you buy them is wave your wad at the shop owner and tell him to perform a reverse bowel movement with the game you


▲ *Hurrah! An excellent picture from Mr John Hornsley!*

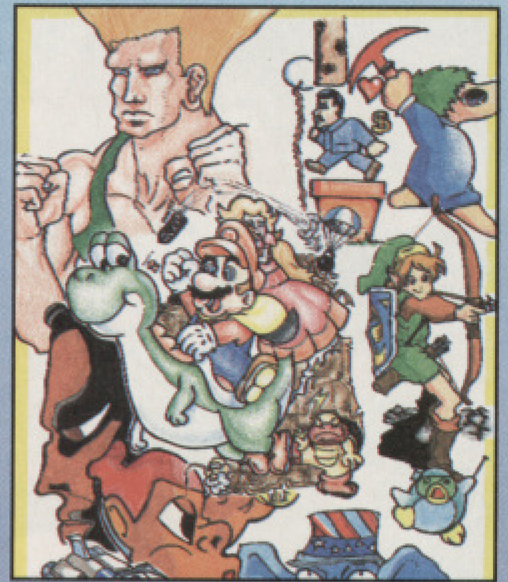
A brilliant Streetfighter II pic from Tie–Jeng–Ang, of Holland

intended to buy. Then go and find a shop that will let you try before you buy - there are shops out there that do, and they deserve your custom.

SADNESS HIMSELF

Dear YOB
I think that what you say about consoles being great is a load of cheese. Personally I think Spectrums wipe consoles off the score board. What do you think?
P.S. Spectrums will live on!
Derek the Doorman, Sussex
YOB: Surely you should be called Derek the Backdoorman.

Dear YOBSTER
One day when the grass was green and the birds were singing, me and Toejam were playing Sonic and we found something strange. In Scrap Brain zone two I went to the first button right at the start, stepped on it jumped onto


Here is a nice pic from Paul Lengden.

the platform that appears underneath and went down the tube, got sucked down and then went to the edge of the floor. I got the telly with ten rings in then got the three hovering rings and then, by chance, I jumped and landed on the edge of the floor. It sounded like a telly blew up and a pink blob popped up. I had not been drinking. My question is what is this thing?
Toejam and Big Earl, Functron, Stratosphere
YOB: It's the answer to life itself. Treasure it. Nurture it. Preach it. And one day you'll be nailed to a cross...

THAT'S HIM SORTED

Dear YOB
What are Sega doing with that Mega-CD thing? The first few games were crap and now I hear that they are going to release a load of PC adventures. Boring or what!? Do they really think that all of us Sega owning beat 'em up and shoot 'em up fanatics are going to fork out £250 smackers to play PC conversions? No way mac! What we want is arcade style games, only bigger and better

Why do Sega think that the kids are going nuts about the SNES? Because Nintendo are making their games bigger and better that is why! Nintendo are making loads of great games and while Sega have made a lot of the same stuff, it just isn't as good. Now that they have the Mega CD they should be able to use all of those custom chips and megabytes to out do Nintendo, so come on Sega, use the Mega CD properly and really give Nintendo



▲ *A Super Mario strip from David Gentry in Canterbury*

something to worry about, otherwise you could be seeing a mass defection.

Jumbo, Coventry

YOB: I sent your letter to the President of Sega in Japan and he was so concerned that he called a meeting there and then with all his top executives. The result of that monumental meeting was that they've promised to make things turn out alright - all because of what you said. Now is that great or what?

DOH!

Dear YOB

I want a sex change.

A King, Milford Haven, Dyfed

YOB: Okay. You are now A Queen.

SAD SHANDY BOY!

Dear Mr YOB

I am writing to you in the strictest confidence as you're now my only hope and last resort!! I've written to numerous 'Agony aunts' and problem pages but none seem to understand the seriousness of the situation.

The problem is simply: which one do I throw out, the Megadrive or... the Fiancée? If I work long hours, what's wrong with coming home at 9:30 pm and playing Robocod through to the early hours? And when it comes to the "Let's go out tonight" or " I want to watch TV. now" things can get a little heated!! What's more important in life, Emily Bishop in Coronation street or the Semi-Finals of John Madden 92? Why can't she simply understand that I'd rather be playing games than be doing other things like eating, sleeping... having a wash!! Things came to a head last Christmas when she bought me a camera and some CDs and I got her EA Ice Hockey!!!

So now I've been given the ultimatum: It's either her or the Megadrive. How many others out there can relate to that one? So, having given it a lot of thought, I've realised how cruel and selfish I've been. I'm sure I've done the honest thing and hope your reply will reassure me.

PS Second hand engagement ring for sale or will swap for "PGA Golf"

Lost his Name, Dohville

YOB: Tsk! You should have bought her a TV of her own. Hell hath no fury like a woman and her Coronation Street parted. Believe me - I know. I've still got the bruises to prove it.

000-000-000

Dear YOB

Referring back to the August edition of MEAN MACHINES I couldn't help noticing that Christopher Adam had wrote to you saying that computers aren't everything. Well Mr Adam, I rather think that you are jealous, as you probably own an Atari 2000. I don't think that you are grateful of that humans are making such great machines. You also said that Dominik Diamond is no good at presenting GamesMaster, well, listen here Mr Cadbury's cabbage, he's doing as better job than what you could do, because what is the point of presenting a video games show if the presenter doesn't like video games?

Kevin Latham, Preston, Lancs

YOB: Coo! You sorted him out good and proper, didn't you. I bet he's crying now.



▲ *Here's a completely fab picture from Rick Katana of Barcelona*

FANZINES



So, you fancy yourself as a "journalist" eh? You think you can cope with the best of them (like us) when it comes to producing your very own consoles-related publication? Well, this is the opportunity you have been waiting for: the MEAN MACHINES SEGA Fanzines Competition!

We're not really fussed about what you send in. If you're currently the editor of an existing fanzine, send it in here for the publicity you so desperately crave. On the other hand, even if you're just toying with the idea of publishing a Sega-related periodical, we want to see it - NOW! What's more, the sender of the month's finest fanzine will be sent a Sega game of their choice! Amazing eh?

HOLD ON, JUST WHAT IS A FANZINE?

We wondered when you'd get around to asking that question. As it happens, a fanzine is a homegrown publication, produced by "fans" of a particular subject (hence the name) - in our case, Sega games. To clarify that point, fanzines aren't put together by professional publishers (like us) and usually, you can't buy them from your local newsagent - you have to send off for them. Does that clear it all up for you?

HOW TO ENTER

Easy! Just use your doubtless stunning powers of English comprehension to fill out the coupon below. Include it with your fanzine and send it to MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

FANZINE COMP ENTRY FORM

Name:

Address:

I do/most definitely do not want my address to be printed (delete as applicable)

If I win a fine prize, I want the following game on the following Sega system:

Q+A



Once again he's girded up his loins, slapped on his special answering crash helmet and is ready to come up with the answers to all your questions. Yes, Jazza, the God-like genius of the console world is here again in this section known to all as Q+A. If you have anything to ask, stick your questions on an envelope or in a letter and send them off to: FLIP ME I'M REALLY FED UP WITH THIS AND COULD QUITE HAPPILY PACK IT ALL IN AND TAKE UP FARMING IN WALES Q+A, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

WICKED!

Dear Jaz
Please could you answer my questions on the Megadrive?
1. When will Batman Returns be released?
2. What kind of game is Talespin?
3. Will Bill and Ted's Bogus Journey ever be released on the Megadrive?
4. When will you be reviewing World of Illusion?
5. How would you go about designing your own game?
Alastair Hunter, Ballymoney, Co Antrim, N Ireland

JAZ: 1. Christmas. 2. A platform game, as all games starring cartoon characters seem to be these days. 3. No. 4. As soon as it's released later on this year. 5. Write down the basic idea on paper - characters, baddies, how the games works and so on - and use illustrations to show how you would visualise those ideas on-screen.



NAUGHTY NAUGHTY, VERY NAUGHTY

Dear Jazza
I have just noticed that a number of brill beat 'em ups are coming out on the Megadrive. In Megatech, it said that Streets of Rage II is going to be a 16 megabit cartridge, just like Street Fighter II on the Super NES. Do you think this is true?

I was glad to hear Fatal Fury was coming out on the Megadrive. But CVG said it was going to be released on the SNES, I checked the schedule to come out on the SNES, I couldn't find Fatal Fury. Was CVG pulling our legs?

Fatal Fury is one of the best games I've played on the Neo Geo (if not the best game) and it is coming out on the Megadrive. As you know the Neo Geo has more capabilities than the Megadrive and SNES. Do you think the Megadrive can cope? Because Fatal Fury has brilliant graphics and it has some of the best sound and speech I've heard. (I don't think the Megadrive version would be arcade perfect).

Do you think Takara (being a large company) would make any changes on the Megadrive version of Fatal Fury?
Leon Wright, Brockley, London

JAZ: First of all, Streets of Rage II was planned as a 12-meg cart, but if the programmers can't fit it all in it'll be upped to 16-meg. Fatal Fury is scheduled for both Super NES and Megadrive, so no worries there matey. It obviously won't have the speech of the Neo Geo version, but everything else will be in there.

TOTALLY OUTRAGEOUS, MATE



Dear Jaz
I have a few questions for you to answer. Thank you.
1. Will the UK Mega CD ROM have a free game, if so what will it be?
2. What bit will it be?
3. What will the price for the Mega CD and the games be?
4. Will the Mega CD have Megadrive games if so what will they be?
Stupid Questions Man, Oh-dear-I've-lost-the-addressville

JAZ: 1. Yes, but no-one knows what it'll be. With the Wondermega it'll be Wonder Dog. 2. Doh! What are you

talking about? 3. About the same as cartridge games. 4. Of course you dozy git! It IS a Megadrive. Double Doh! with a side salad and garlic mushrooms.

GOT ANY SALMON?

Dear Jaz
A mate of mine called Sharpie says Atari are going to launch a 32-BIT console in this country is this true? And he says that a convertor is going to come out to enable Game Gear players to play Lynx cartridges, is this true? What do you think is best, Super Tennis or Grandslam Tennis? Say hello to Paul Sykes for me.
Andrew Garcher, South Elmshall, W Yorks

JAZ: Your cretinous "mate" is talking out of his rectum. Neither of those facts are true, so you can tell him to shut his sphincter. Super Tennis is best and hello to Paul Sykes.

CHEERS, SORTED

Dear Jazza
I am an owner of a Game Gear and a NES. And I must ask you these questions.
1. Will a Nigel Mansell game come out on the NES?
2. If so will it be worth buying?
3. Will Streets of Rage be coming out on the Game Gear?
4. If so when will it come out?
Alistair Downs, Chertsey, Surrey

JAZ: 1. Yes indeed it is. 2. I haven't seen it yet, but early reports sound very promising indeed. 3. Yes. 4. In December - hurrah!

THREE REASONS WHY I CARRY ON

Dear Jaz
Would you please answer my questions before I go totally nutzoid!!
1. Will Street Fighter II ever come out for the Sega Master System or NES and if so when?
2. Will there be a Royal Rumble game for Sega?
3. Are there any plans for Robocop 3 on Sega?
Zaki Kayyal, Cumbernauld, Glasgow, Scotland

JAZ: I'm afraid it's a big no to each of your trio of questions. Oh dear, how sad, never mind.

COMING ON LIKE A SEVENTH SENSE

Dear Jaz
I have a few questions for you which I hope you will answer:
1. Will the Game Gear or Action Replay cartridge come out on the Game Gear? If so, when?
2. Will James Pond come out on the Game Gear?
3. Which of these games for the Game Gear is the best - Spider-Man, Mickey Mouse or Donald Duck?
4. Is Simpsons any good for the Game Gear?
Chris Bailey, Darlington, Co Durham

JAZ: No problemo. 1. If one does, it'll take at least a year for it to appear. 2. No. 3. Donald Duck. 4. Yeah, it's quite a laff.

ANY ONE GOT ANY VERAS?

Dear Jazza
I have few questions of which I would be very grateful if you and your trendy trouser and corset could answer.
1. I have issue 4-23 and the best of MEAN MACHINES so far and I was wondering when my mags will become collectors items.
2. I have heard that issue 0 is worth is worth £20 is this true if not how much is it worth?
3. Am I right in saying that 23 was to celebrate the mag's second birth month?
4. Issue 22+23 were £2.20 does this mean the rest will also cost £2.20? (I think this is a reasonable price to pay for such quality).
5. Will there be another Christmas special?
6. When will volume 2 of Best of MEAN MACHINES be on sale?
7. How much will it cost me for Street Fighter II coin-op?
8. Why don't you do headline jokes like the one in issue 12?
Kev Gibbo, Droylsden

JAZ: 1. In a couple of year's time. 2. No. An original edition is worth £200.00. 3. No issue 24 is our second birthday. 4. No, as you would have noticed last month when we were £1.95. 5. You betcha. 6. Probably later on this year in time for it to be put in Santa's big brown sack. 7. About £500.00. 8. Dunno. Why does a pig cack?

DEFINE SPACE/TIME

Dear Jaz
I have been the proud owner of a Megadrive since Xmas and think it's the best thing since your mag. Could you answer these questions for me please?
1. When will Fatal Fury, Streets of Rage 2, Lemmings an Humans be released on the MD?
2. What are the Megadrive's best four strategy/adventure games?
3. Are there any plans to release Street Fighter II on the Megadrive or CD ROM?
4. How come Nintendo are grabbing the best coin-op conversions? Are Sega phasing out the Megadrive in view of a new and better console such as the Wondermega?
5. Which game is better for long-term play, Fighting Masters or Krusty's Funhouse?
Ben Taylor, Loughborough, Leics

JAZ: 1. Christmas, January, November, March. 2. Phantasy Star II and III, King's Bounty, Sword of Vermilion. 3. A tricky one, that. Negotiations are in the pipeline, but there's no word



either way at the moment. 4. No, it's just that Nintendo seem to have better connections and got there first. 5. [illegible]

HE'S AN EASY GEEZER

Dear Jazza
I'm sorry about my poor English, but I'm Italian and I'm not very good with your language, so do please forgive any mistakes I make. Could I just ask you one simple question about the SNES: As you know, the PAL Megadrive runs slower than the SCART one. Does the PAL SNES (ie the official UK version, soon to be available in Italy) suffer from the same problem compared with the Super Famicom? Thanks a lot.
Ennio Grasso, Torino, Italy

JAZ: Sadly yes. This is due to the signal having to be slowed down from 60 Mhz (NTSC running speed) to 50 Mhz (PAL running speed). This results in a 17% slowdown, which is quite noticeable when you have the two machines running side-by-side.

THE SORT OF GEEZER WHO MUST NEVER BE ABUSED

Dear Jazza
Please answer me these questions.
1. If they made a Megadrive with an improved graphics and sound chip could it still play old games?
2. Is there going to be a Sonic II?
3. Is there a definite release date for the official CD ROM?
4. Which is the best game and the worst game Desert Strike, F22 and Robocod?
The Terminator, W Yorks

JAZ: Only if it was retro-fitted. 2. Of course - where the hell have you been for the last six months? 3. No, but just before Christmas looks the most likely time. 4. They're all brilliant, but if you really want to know, Desert Strike is tops, followed by Robocod and F-22.

FEELING, FLOWING, DON'T GIVE IN

Dear Jazza
I hope you can use some of your trouser-related tomfoolery for some of my questions.
1. My mate, who's Japanese has an uncle in Japan who has a mate who works for Capcom Japan. He says that soon a Street Fighter III will be released with all new people and some from Street Fighter II, do you know anything about this?
2. Why is there no Master System challenges on GamesMaster?
Ian Johnson, Harlow Essex

JAZ: 1. Well, my mate who has a brother who has an Aunt who has a friend who has a dog that is owned by a bloke who knows the postman who delivers mail to the designer of Streetfighter III reckons it's absolutely brilliant and will be unveiled at a Japanese arcade show in January. 2. Dunno. Write to them and moan about it.

YOU'VE GOT TO KEEP GOING

Dear Jazza
Can you answer my questions for me?
1. Now that there are a great many expensive games systems out does it mean that the asking price for cheaper models like the Master System and the NES etc will go down for the younger games users?
2. I am getting fed up with most of the hit Sega games appearing on the Megadrive and never coming out on the Master System or Game Gear. Can you tell me if games like Robocod and Revenge of Shinobi will soon come out on the Master System?
Adam Holby, Stanstead, Essex

JAZ: 1. Yes - there'll be more news when Sega and Nintendo have re-evaluated their price policies. 2. Yes I can, and the answer is no.

OOOH WHOA WHOA YEAH YEAH

Dear Jazza
I have some questions for you to answer for me please.
1. Will Joe and Mac, Wrestlefest or Moonstone ever appear on the Megadrive, if so, when?
2. Is Immortal any good?
3. Is Sonic out on coin-op yet?
4. Is it true that Sega games prices are coming down?
5. Are there any cheats for Alisia Dragoon?
Andrew Connor, Jarrow, Tyne & Wear

JAZ: 1. No. 2. Yes. 3. No. 4. Yes. 5. Probably, but I haven't got hold of them yet.

MY VISION: ONE NATION, ONE TRIBE



Dear Jazza
Could you please answer my questions as it is essential I know.
1. Can you buy UK games in Hong Kong?
2. If so, how much are they for the Megadrive?
3. Will a challenging Street Fighter 2 style game appear on the Megadrive?
4. Is Smash TV any good on the Megadrive?
5. What is the price of a Super NES in Hong Kong?
6. Which is better for its capabilities, the Super NES CD or the Wondermega?
Yuk Yan Fung, Walsall, Staffs

JAZ: 1. No. 2. Japanese and American games are available and they're very cheap. 3. Inevitably. 4. Yes, I thought it was pretty jolly. 5. Shop around - if you look hard enough you'll find them for as cheap as £50. 6. Since the Super NES CD isn't yet finished, that question cannot be answered.

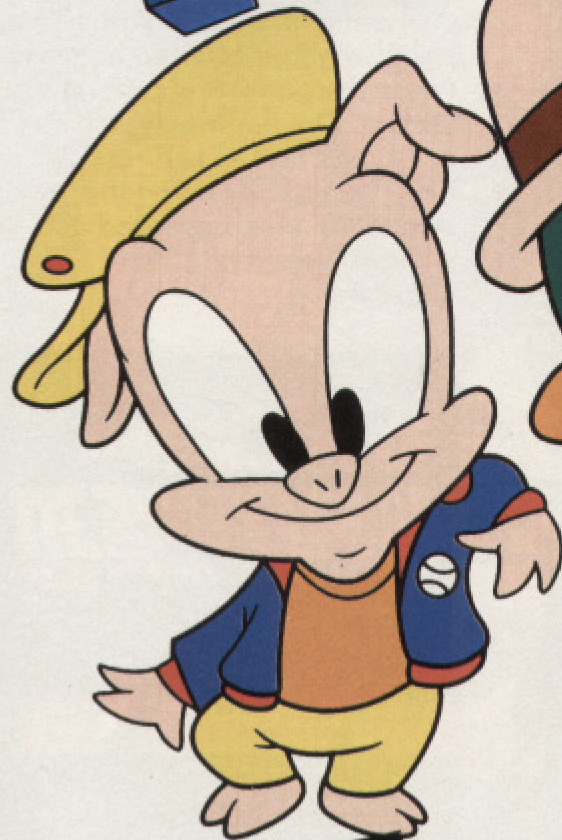
MAKE IT MINE EVERY TIME

Dear Jaz
I will soon have enough money for a CD ROM unit and would appreciate you answering these questions.
1. I have a Japanese PAL 1 Megadrive. Does this mean I will have to buy an imported CD ROM unit?
2. If yes, will it take English CDs?
3. If no will the English Mega CD take Japanese CDs?
4. Is it true that you can play music CDs though your TV via the Mega CD?
5. Will there be CD versions of the following games:
Predator II, Terminator, Terminator II, Sonic II, Batman, Spider-Man, Batman vs Predator?
Jimmy O'Connor, Bedford, Beds

JAZ: 1. 'Fraid so. 2. No. 3. Looks unlikely, especially if full-motion video is used due to the difference between NTSC and PAL signals. 4. Yes - and through a hi-fi with the right leads. 5. No, yes, no, yes, yes, no, no.

NEW. For GAME BOY. NEW. For Nintendo Entertainment System. NEW

TINY TOON















NEW! The TOONS in NES!

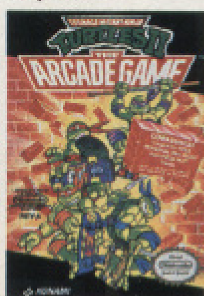
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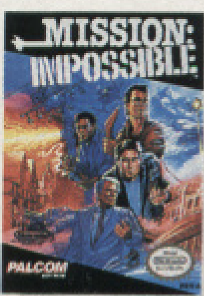
- For one player only
- System: NES

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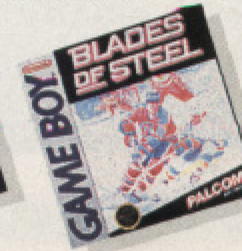
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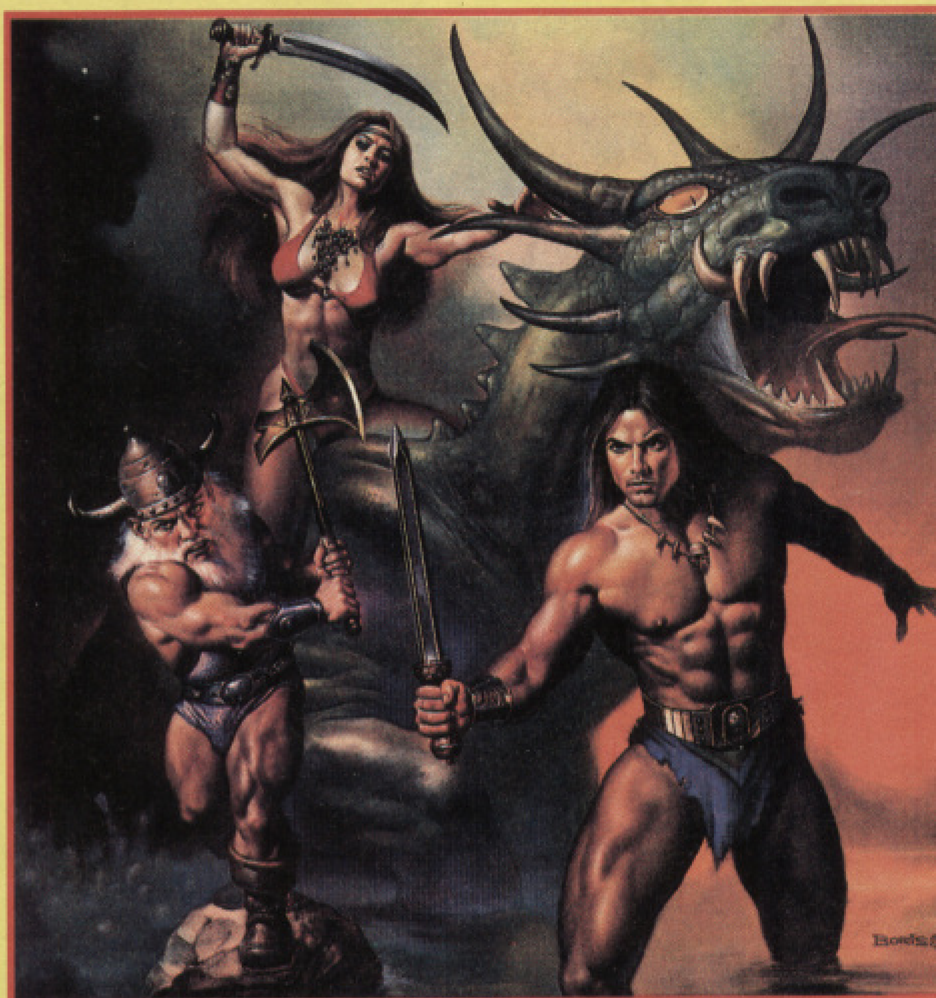


TIPS

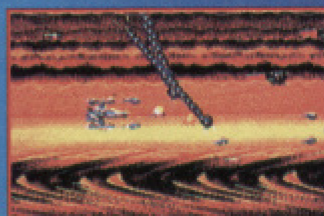
Welcome to the first Sega-dedicated MEAN MACHINES Tips Section - the place to find the latest (and indeed greatest) Megadrive, Master System and Game Gear tips. But as you may imagine, we want more - much more - including any decent maps you may have. So, get all yourstuff together and send it all off to THE TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. A massive prize of software goes to the sender of the best tips!

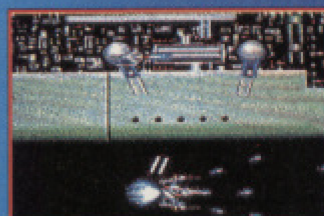
GOLDEN AXE 2

Two tips from one Paul Hulcup of Virginia in Aberdeen. The first of which enables you to select any level in the game. When the game starts hold the A, B and C buttons and press START. Release the B and C buttons but keep holding the A button. Go to the options screen and press B and C at the same time to enter it. Without releasing the A button, move the cursor down to EXIT and press B and C again. Keep holding the A button, press B and C together to make your choice of one or two players and press again to choose a NORMAL game. Select your character and, without releasing the A button, hold UP on the pad and press B, C and START simultaneously. Select your round with A or B. Got it?
Increase your credits by holding down buttons A, B and C when you enter the OPTIONS screen. Let go of A but keep B and C pressed. Move down to EXIT and press START. Choose a NORMAL game by pressing the A button. Your credits should have increased to eight. Wowzers!



SOL DEACE







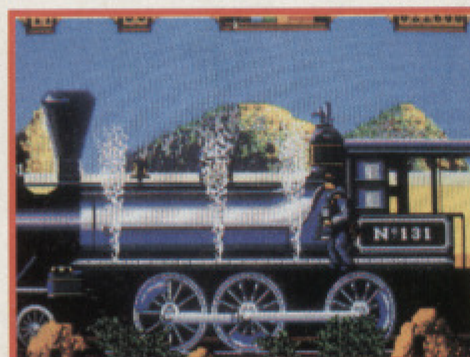
Hoi Wei Ng of Tooting, London, sent in this load of tips for Sol Deace that may seem slightly more complicated than the game itself! On the title screen press A, B, C, A, B, C, B, C, B, A and you'll hear a sound. Now go to option where there are two new options: START and MODE. START is a choice of starting levels, MODE is the difficulty setting (NORMAL or EASY). Also, on MODE, hold down button A and press right a few times until you come to 'MY99'; this starts the game with 99 lives. Holding button A and pressing right again prints 'MUTEKI' on-screen. Keep holding A and exit. Start the game and you are invulnerable. During the game you can skip levels by holding down all three buttons. Lastly, should you wish to play in slow motion: pause the game and press any button.

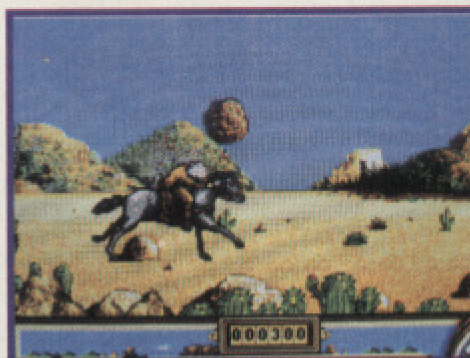
BACK TO THE FUTURE III

Moving forward in time inside this game couldn't be easier. Pause the game and press these buttons simultaneously: UP and A, DOWN and A, LEFT and A, RIGHT and A. By doing this you skip to the next stage and all without the aid of a Flux Capacitor.













TAZMANIA

Darren Francis has devilishly discovered these useful tips to aid the hungry Taz on his dizzy way. For unlimited continues: Go to badlands stage two and make your way to the top ledge. Once there go to the far left and get the extra life. Walk right until you see the boulder beast, jump over him and keep walking right keeping the boulder beast on screen. When you see the bottom of the extra continue, jump on the boulder beasts head; jump up to the ledge and collect the continue. you can repeat this as many times as you like but die when you have the three up and then repeat.

EXTRA LIFE AND SHORT CUT THROUGH SECOND FACTORY STAGE

Pull the third lever (where the chicken is) instead of going back the long way. Drop down and spin right. You should now have diffused a bomb and see the top half of a robot. Keep going to the right jumping obstacles and eating food as you go. Instead of dropping down jump over it to get the food and extra life. Now drop down. Finish the stage normally.

SECRET ROOM

Hold down on the directional pad and press button C. You should then enter a room full of extra lives etc.

KRUSTY'S FUNHOUSE

Here's a way to raise a smile on the face of even the saddest clown struggling with Krusty's Super Fun House. Simply type **SMAILLIW** as the password and all the doors to all the levels will be opened. Whey hey! Thanks to Darren Banks of Brighton for that one.

TASK FORCE HARRIER EX.

Hold down A while you turn on your Megadrive. Release A at the title screen and press UP, DOWN, LEFT, RIGHT, A, B, A, C, B. Select CONFIG from the title screen. There should now be two new options on the option screen: MUTEKI (invincibility) and WINDOW (which controls the screen size). During the game press START, pause then press A to skip to the next level. Thanks to Hamish Lewis of Coventry.



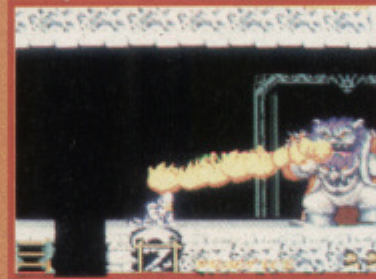


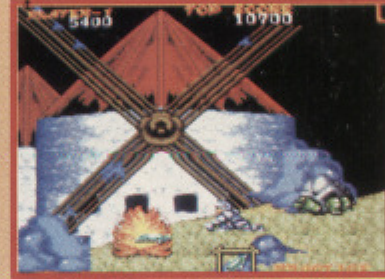
GHOULS AND GHOSTS

This game is a tough skull to crack as those of you who've played it no doubt know all too well. Here's a cheat which to make Arthur invincible and kills all known germs... dead! This tip should work for the American version of the game.

Switch on your Megadrive, with the cartridge in, and press RESET four times then let the title screen appear. Press A four times then press the control pad UP, DOWN, LEFT, and RIGHT. Listen for a sound. Press START to get to the player selection screen. Finally hold down button B and press START. From what we remember, though, you can still run out of time and fall into the traps in the burning village. Ooyah!







TROUBLE SHOOTER

To get a stage select press RIGHT, C and START simultaneously on controller two at the title screen. When the words "SELECT STAGE" appear press RIGHT, C, and START to advance the stage number. Once again, our thanks to Hamish Lewis of Coventry,

ARCUS ODYSSEY

Although this is a simple sort of quest there might still a few simpletons who are having problems. Nobody's going to ask you to raise your hand or anything, just read these codes sent in by Andrew Johnstone and don't tell anyone.

LEVEL 3: JSMOFBAHICB
LEVEL 4: JBMGNMQJDO
LEVEL 5: JBMGNUUMEB
LEVEL 6: KBMEMUQQFA
LEVEL 7: KBMEMUQU4F
LEVEL 8: KYMEMUUO5F

ROLLING THUNDER II

I should imagine that most are happy enough to get through Rolling Thunder II the first time round. Not so for superhuman Stuart Collings of Letchworth for it is he who has compiled a list of codes for the Rolling Thunder 2 second quest and here they jolly well are:

LEVEL 1: RPSG
LEVEL 2: CRLF
LEVEL 3: MIBD
LEVEL 4: PLPN
LEVEL 5: SFEG
LEVEL 6: DRMS
LEVEL 7: LTSP
LEVEL 8: RMDF
LEVEL 9: SNBT
LEVEL 10: CICK
LEVEL 11: NPDN



ALISIA DRAGOON

James 'Capability' Capeling (?!), who hails from Canterbury supplied us with this handy Alisia Dragoon discovery. Using George Nagata's tip from issue 23 which warps you to level seven, raise your lightning level to eight, maximise your hit power, become immortal then press A on pad two again and, this time, press B and C together warping you to the final two bosses. Hurrah!

KID CHAMELEON

To warp to the final boss from Blue Lake Woods 2: make your way through the level until the very last block. Jump onto the block, press down and right with the jump and special buttons held down says David Allen from Cheriton, Kent.

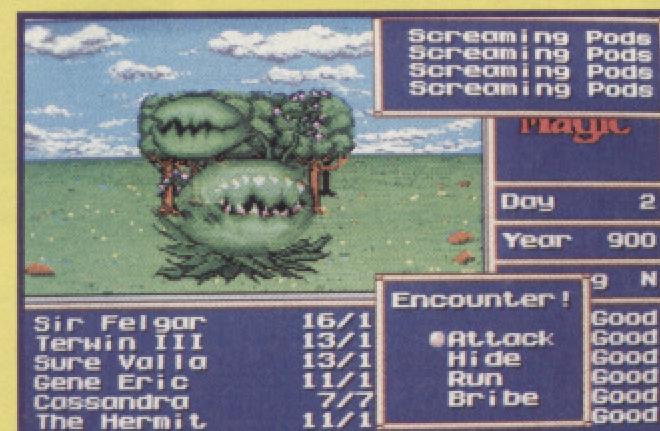












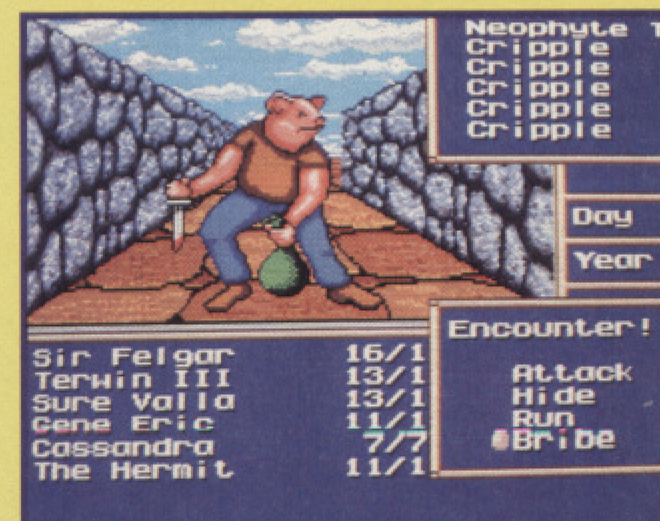
MIGHT AND MAGIC

Here's a veritable scoop of amazing tips for this pretty decent role-playing game. Our deepest thanks go to Mark Knotley of Cressing near Braintree. Hurrah!

INFINITE FOOD: Sod the diet, get some food darn yah! Access the command list and choose SHARE then FOOD. Continue using these commands and everyone in your party shall possess loads of food. Burp.

SUPER WEAPONS: Choose to view a character from the noncombat menu. Press LEFT, A and C, then release all three buttons at once when 'WHICH?' appears. Choose a character with the best weapons and armour and then trade them with the rest of the party.

Please note that these codes are for the American version of the game. Since the code system on the Japanese version is completely different, none of these codes will work. But still, if you complete this quest you get a special ending too. What more could a guy ask for?



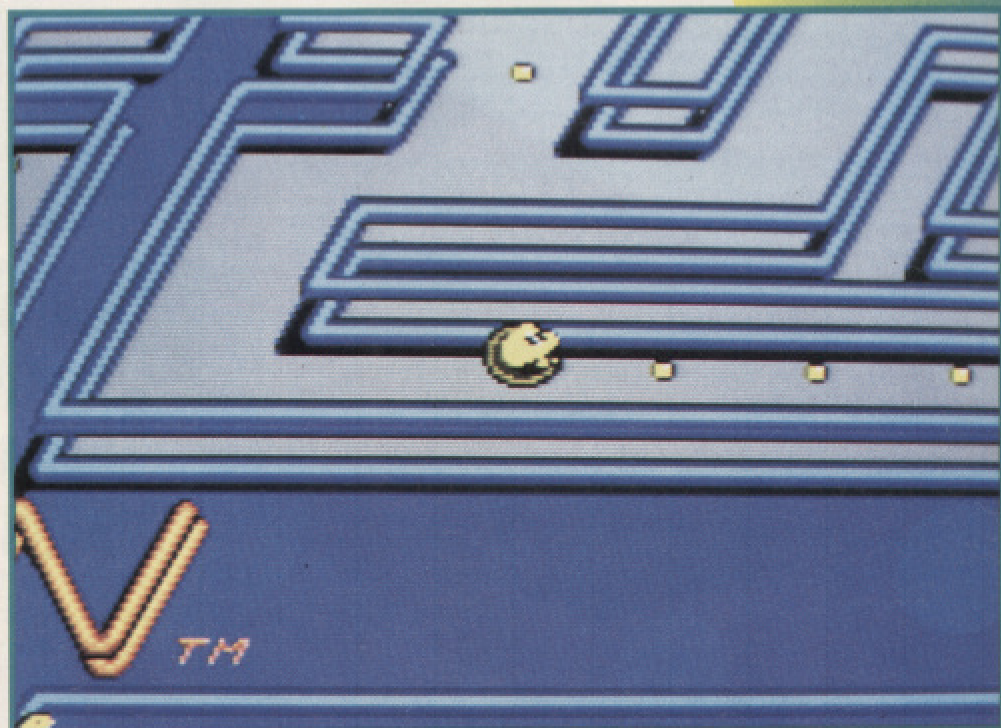
WONDER BOY: THE DRAGONS TRAP

Here are a list of codes supplied by Chris Kelsey from Sheffield making it possible to begin the game, powered up and raring to go. Each code is followed by it's respective result.

2CKF 7L4 800Z: Lizard-Man (one heart)
L1Z4 C15 EG6V 4FU: Mouse-Man (three hearts)
G1ML X7V ERA2 D2G: Piranha Man (four hearts; dragon mail)
E00X DD7 AKDB R4D: Lion-Man (three hearts; Thunder saber; Hades armour)
THC7 YHZ CKGJ TVD: Hawk-Man (three hearts; thunder saber; 4096 gold)

Chris also writes that entering the door to the right of the start with the Thunder Saber and hitting the destructible block causes a door to appear. Go through this door and you change to one of your previous forms.

PACM

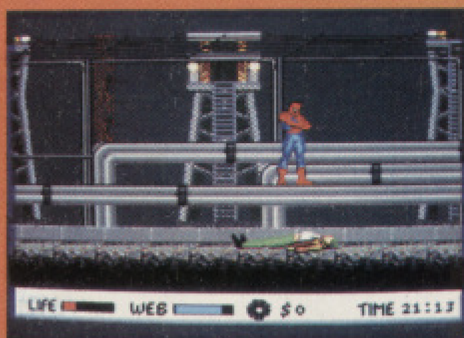


SPIDER-

sense has helped him to formulate a series of hints and cheats for this "swinging" Master System game. They only work in Nightmare mode though so wimpos can just forget it.









WAREHOUSE: Jump kick all the lightbulbs to turn them out. The enemy will not be able to see you. However this doesn't work against the fork-lift truck or Dr. Octopus.

SEWER: Once the Lizard is defeated go to the far right of the screen and fall down the hole. Get the key and head to the bottom right. Pull down and jump and fall beneath the slime. Jump quickly along to confront Venom.

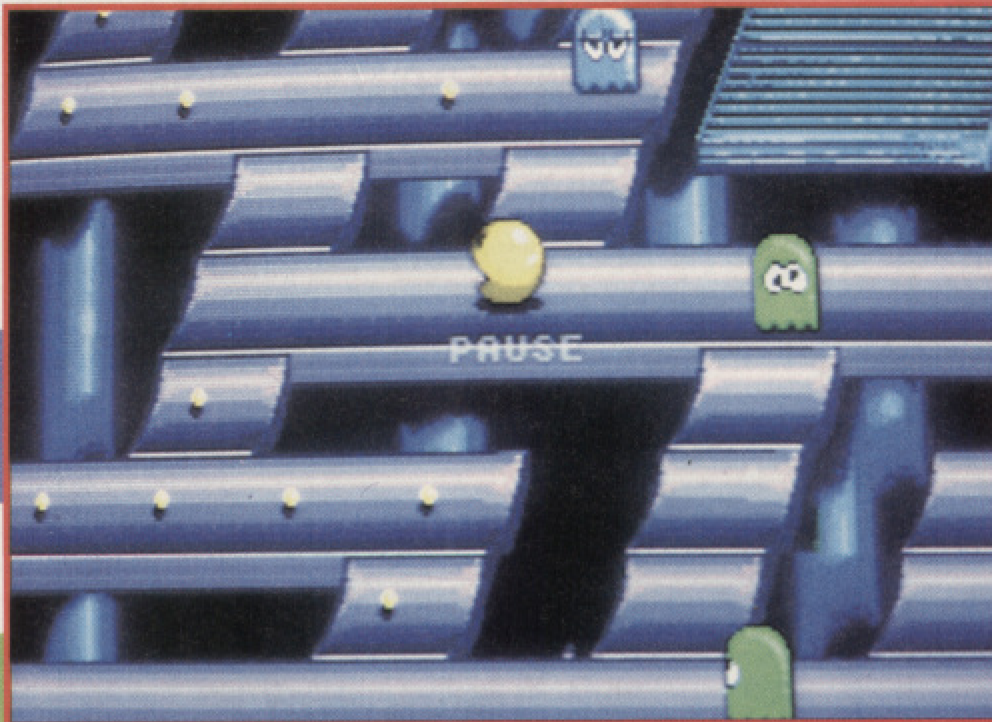
POWER STATION: Turn off the bottom two switches and continue right to the end. Just before the wall there are any small windows. Kicking one of these will turn off the light. Now go to the far left and up to the top then over to the right to turn off the electricity. Keep heading right, without killing anyone, and Electro makes an appearance. Having beaten him you find yourself on a sub-level trying to find a key. Go to the top right and then the top left hand corner. Kick out the top windows to shut off the electricity and save you hassle later on. Collect the key and fall straight to the bottom left hand corner and collect the Game Gear. Press button two in your apartment to bring yourself to a PacMan game. If you then die on the first level you will start with full energy in the park. Hurrah.



PARK: There's not much to do here, just kick the street lamps and then the fire hydrant when

...MANIA

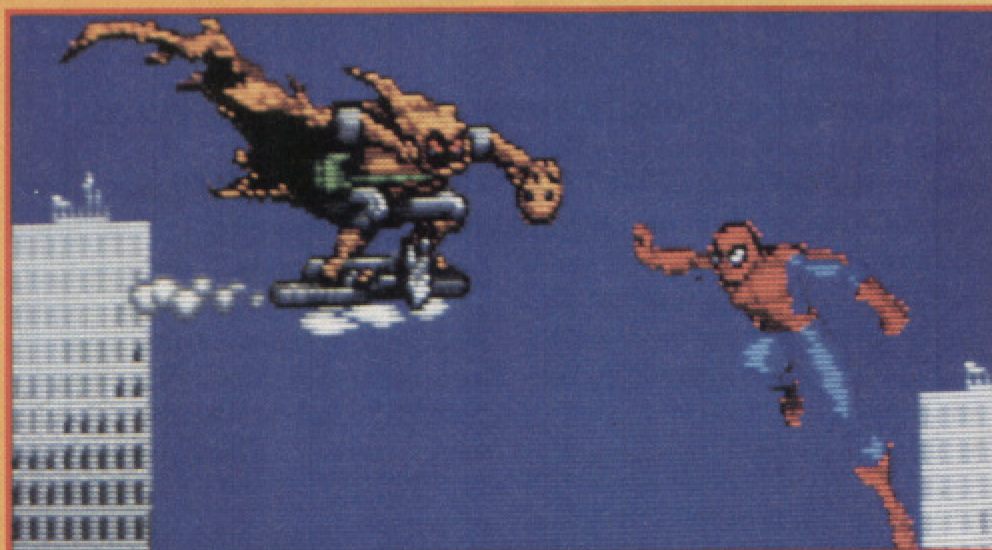
leton from Weymouth, Dorset sent in this tip for Pacman's 3D chomp romp. Eat all the pills except the power pills and a large pill should appear at the centre of the board. Eat this to enter the secret level coin world. Amazing stuff eh?



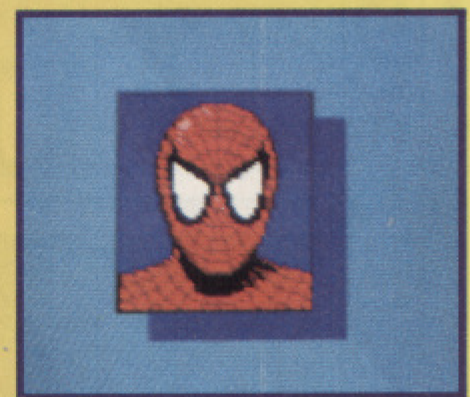


...-MAN











the Sandman is under it.

CITY: Kick out all the street lamps to avoid being hit by bullets. Punch the letter boxes to get extra energy. When your spidey sense tingles go to the top of the highest building and beat Hobgoblin. This then transports you to a sub-level which puts you head to head with Venom. Corner him and let fly with the punches.

CAVES: Again, pretty straight forward here but a bit tough too. If you get injured badly, remember your apartment at its strange recuperative powers.

THE KINGPIN: Keep firing webs at him until you are close enough to kick him. Repeating this guarantees an early death for the fat rotund, roguish one and lots of big kisses from Spidey's wife, Mary Jane.

FANTASY ZONE

What have we here? A complete guide to the end-of-level bosses in this groovy shoot 'em up? Indeed! A big ta goes to "M Foster", whose letter we dug up from the archives of MEAN MACHINES.



LEVEL ONE

Repeatedly shoot into the mouth of this baddie whilst you dodge around the bullets shot at you. It's best to get in close and move above/below the bullets. But watch out! The bullets may rebound or extra shots may be fired in your direction!

LEVEL TWO

Get in a position where some of your shots penetrate the outer ring of spheres (just about the halfway mark is acceptable) and fire rapidly at the three spheres on the inside. Try not to move up or down. Just keep going left or right to dodge the falling bullets.

LEVEL THREE

This baddie fires its lasers in a pattern: top to bottom, to top and so forth. Get as close as you can and fire rapidly at the lasers, moving above or below the baddie when the laser fire gets too close to you. All of the lasers have to be destroyed.

LEVEL FOUR

A tongue appears from the centre of this baddie. Move close in straight away and fire as quickly as you can at the tongue. When it begins to retract, move to the far left of the screen. Keep firing while you are dodging the teeth which come towards you.

LEVEL FIVE

Snowmen come towards you in rows and they fire at you, so watch it! The rows start with many small snowmen and their number decreases. However, the size of snowmen increases! The best way to kill of thee snowmen is to go to the top of the screen and work from top to bottom, killing off a row at a time.

LEVEL SIX

A head pops out of this baddie, and that's what you need to zero in with using your blasters. Position your ship level with the head and let rip. The easiest way to dodge the bullets is to get right up close to the head and time your move correctly to get to the far left of the screen. Repeat this process to be victorious.

LEVEL SEVEN

This is very easy, so you shouldn't have much in the way of problems with it. The baddie is just as simple. It opens up and tries to get in close to you. When the baddie opens up move three quarters of the way to the left of the screen. Fire at the fully closed monster. Just repeat this process. After you've defeated this monster, you're presented with the other six once again. Then you're on the last level...

PSYCHIC WORLD

Kian McDermott acquired this rather sorry game. However, should you have found yourself in a similar situation to the man from Barwell, focus your mind on these tips.

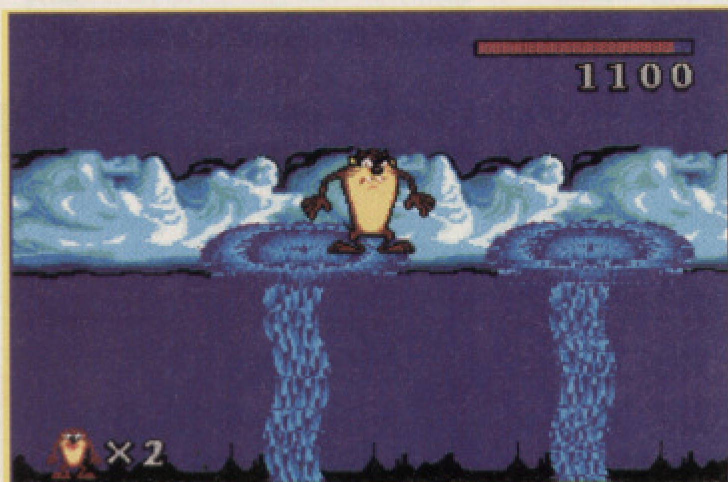
At the title screen push up/left on the D-pad while simultaneously pressing START, button one and two. If you have been successful a screen will have appeared reading: sound test ED, special mode, ESP-FULL; round select and round number. Pushing button one or two makes a number appear next to round number. You can choose which level you want to start on with the D-pad and start that level by pressing button one or two.

TIPS

TAZ MANIA GUIDE

Taz-Mania is probably the closest thing to an interactive cartoon yet seen on the Megadrive! Unfortunately, there are also a number of puzzles which can be pretty frustrating. In this fine players guide, we explore and solve the most common problems experienced when playing Taz-Mania and offer a few sneaky tipettes for those sad players who are still stuck.

DIAMOND GEYSERS ▼



The four geysers at the end of level 1-1 are the first really tricky obstacle Taz faces. The easiest way to negotiate these is to simply step off each one whilst it is at full height, providing the next fountain is lower, but still heading up (or else you'll land on the spikes and die). It's much easier to gauge the length of plummeting steps as the next platform is invariably still on-screen, instead of having to faff about guessing the distance of a jump when everything else is miles below.

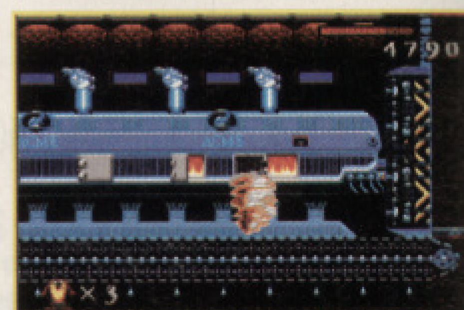
THAT SINKING FEELING ▼

On the Ice level, it's possible to pick up a number of hidden bonuses. Once you've negotiated all the floating icebergs in the sea, you come to a sinking block of ice in-land. Instead of leaping off, stand on the block and let it sink. Oh joy, for now you are in an underwater tunnel wherein is an extra life, a continue, some grub and a killer penguin. Be careful if you decide to kill the penguin, as a turbo spin combined with the slippery ice invariably leads in the continue being spun off the screen. Once you've grabbed the goods, head right and leap up the icy platforms, stopping to collect the tasty fish halfway up.

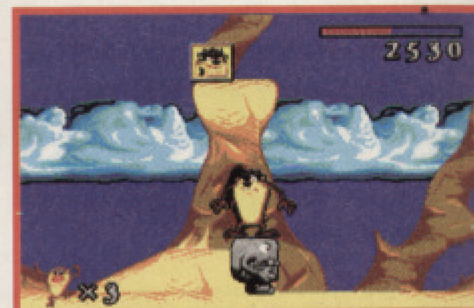




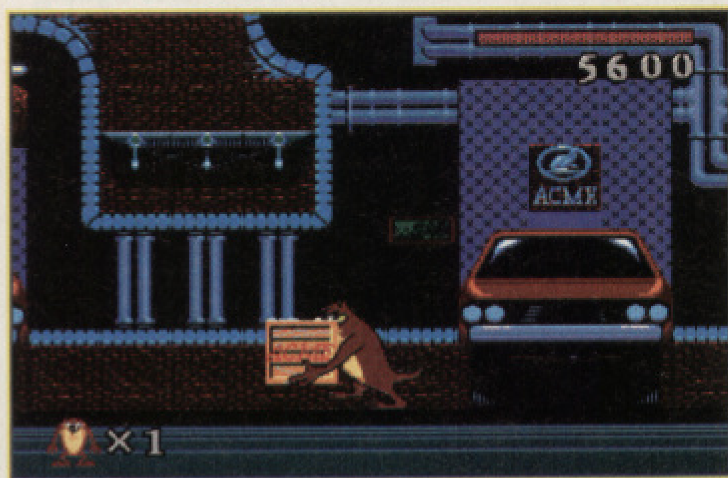
FURNACED FLAT ▼



Tired of having your fur singed by those pesky furnaces on level 2-1? Simply spin past them, even whilst any of the doors are open, to protect yourself from the flames.



BOXING CLEVER ▼



The number of people who get stuck right at the start of level 2-1 is pretty surprising. Most get the idea of picking up the box using the Action button, but not many know where to put it. If you look about a screen and a half to the left of the box, there should be a platform about three quarters of the way up the screen. Drop the box below this and hey presto, it's now simplicity itself to leap onto the platform.

SOPORIFIC CONTINUE GATHERING ▲

If you've got a few hours to spare, try this handy tip for loads of continues. First, head past the first checkpoint on level 1-2, then leap up to the plateau, spin along to the left to collect the extra life, and then spin back to the left until you encounter the solitary rockmonster who inhabits those parts. Allow him to "chase" you at his own crawly pace to the right until you see the next platform. On this should be a lovely continue. Use the rockmonster as a platform to get you high enough to grab it. Now leap down and have the monster kill you. Lo and behold, you reappear at the last checkpoint in a fine position to repeat the process for continues galore.

▼ THE UNSTOPPABLE CART MACHINE



The Mine Cart level is probably the hardest part of the game until you know your way around it. The most important thing to remember is the signal lights. A green signal light at a jump means it should be taken at top speed, whereas a yellow light needs to be jumped at minimum pace. Also, after the sixth jump, remember to extend your car or you'll hit the whacking great stopper on the other side.



BEATING THE BOSSES



For the most part, the bosses in Taz-Mania don't provide too much of a threat. However, there are handy hints to kill most of them quicker than usual.



PICK-UP



The easiest way to kill this blighter is to pick up the bomb on the second platform and drop it on the truck as it passes below you. Should you fail this, just stand in the middle of the screen and as soon as the truck enters the screen, use a small jump and spin. You need to repeat this about four times to kill it.

BUSHBOY



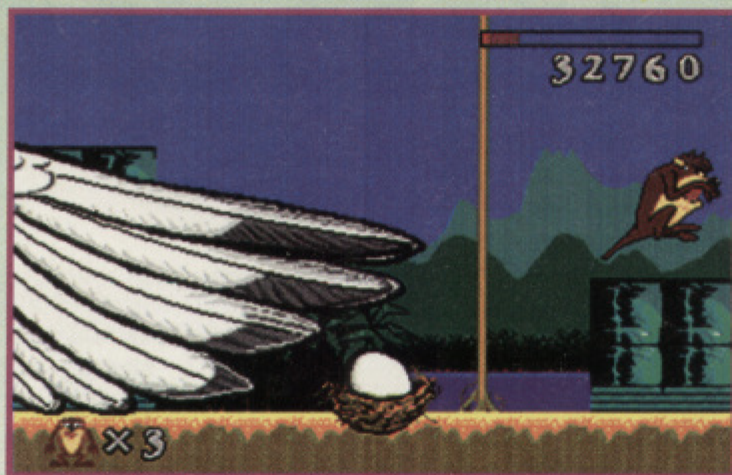
Your skills are tested to the utmost when facing Bushboy. Well, not really. First of all, instead of leaping to the left at the top of the tree, leap right for an invincibility star. Now go back to the left to face Bushboy and just keep spinning into him with no risk of injury.

BIG PLANT MAN



Pick up the handy packet of weedkiller and chuck it at the hapless vegetable for the fastest results. Otherwise, just spin into his head when he lowers it.

MOMMA BIRD



This is it - the end of the game. Momma Bird isn't actually that difficult to beat, but takes a little more technique than the other bosses. First of all, stay to the left of the screen to avoid the right wing, which attacks first. Then switch sides to avoid the other wing. Repeat this until Momma Bird shows her head. The leap onto the right hand platform, and jump and spin to the far left. You should hit her beak (she flashes if you do). Repeat this six times to complete the game. Simple eh? Or is it? You decide!

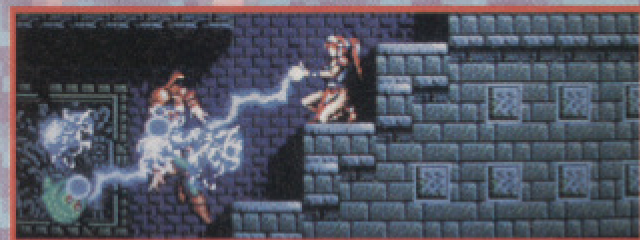
TAZ-TEC



Another tricky boss here. Just keep on spinning into the blighter, having a care not to spin too far right, or else suffer severe scorching from the fire-breathing statue.



ALISIA DRAGOON



STAGE 1

Head right ducking down in front of the mushrooms to hit them without getting hit yourself and collect two potions and the meat. Continue right and at the far side enter the temple.

Inside the temple, head right. Jump over the gap and head right to find some power-ups. Jump and fire here for an extra creature power-up. Go left and walk down the stairs concealed in the gap. Jump right at the next set of stairs and walk through the pillars to reach a secret area. Climb up the side of the wall at the far right. When you're at the top of the ledge, jump towards the left to find yet more items.Go back to the stairs and continue down. Once down two flights of stairs, jump across the gap to the right. If you land on the ledge pick up the continue. Once you have it, head down the next set of stairs, jump over the gap and walk right to the second pillar to find a secret room with a creature level-up. At the far right of this room, jump left to find another secret room, with two more handy power-ups. Take the stairs up, jump left at the top of them on to the highest ground and continue left. At the far left is a Thunder Level-Up. Head right onto the stone walkway. When you reach the stairs take them left, jump off onto the ledge on the left hand side and fire at the wall until it explodes. Walk into the wall to get a potion. Exit the secret room and go down to the right to find the simpleton boss of level one.



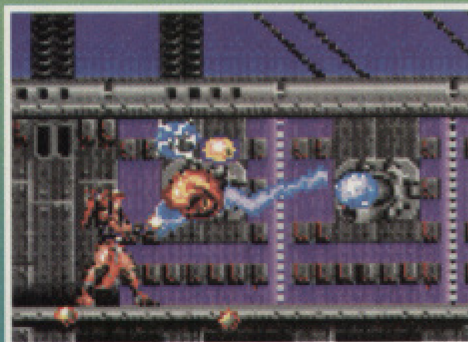


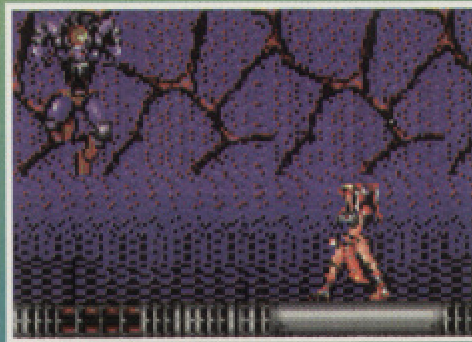




STAGE 3

Select the Boomerang Lizard at the start of this stage and shoot the turrets that are firing at you. At the far right a hover-board riding type appears, shoot him, then head left, picking up all the items as you go. Then go back right and get on the hoverboard. Jump into the mouth of the ship and pick up the potion and the food, then jump onto the top of the creature's lip and grab the Creature Level-up. Then jump and shoot to find a hidden fairy (Thunder power max). Head all the way to the left, using your Thunder to its full potential, (in other words, shooting constantly). Don't stop at all, just keep walking and shooting. Walk to the very far left and a potion and a continue await discovery. Head up the ledges, nab the Thunder power-up and the hidden food right above the hoverboard. Jump to the right from hoverboard to hoverboard, and at the far right you are attacked by several different enemies. Take them all out by using the fireball and don't stop firing till they're all dead.



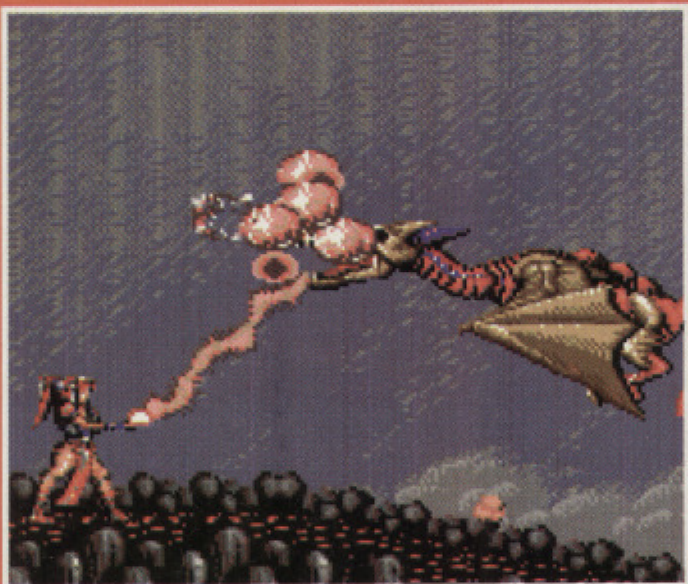




STAGE 4

Start by dropping down to the left. Pick up the items on the far left, then take out the worm monster tunnelling up from the ground to receive maximum Thunder power. Then head to the extreme right to find another creature power-up and jump the ledges heading up. Once at the top, head left to the other ledge for a HP-Up and continue in this direction, dropping down the hill for food and a potion. Go left up the hill, at the end of the ledge there is another potion. Drop off to the right for a creature level-up. Go back towards the right for more food and another potion. Continue left and up the hill and pick up the potion at the top. Drop from this point for a hidden continue. Go back to the top of the hill and head right to find the pterodactyl. Stand on the far right of the screen, ducking and shooting. When it lets loose with a fireball, jump over it and keep shooting. Once it dies, head right and pick up the potion, then jump (don't fall) to the right and head up the hill





STAGE 5

Walk all the way to the right, jumping over the gap just past the second waterfall. Pick up the revive and the potion. Walk up against the cavern wall on the right and use your powered-up weapon and you'll see a small explosion on the wall. Now walk through the wall and collect the two creature level-ups. Walk out of the room towards the left and fall down the gap. At the bottom, walk right, while destroying the spinning rocks. Head up the incline on the right, destroy the spinning rock on the other side, and jump onto the little ledge where the rocks once stood for a potion. Continue right and watch out for the bouncing boulders. Keep going right past the spinning rocks until you find the food and the potion. Go back towards the left and jump up to the ledge. Continue left, but be careful of falling down gaps or you will have to repeat this part of the level. At the far left is a potion and a Thunder-up. Keep going left until you reach a wall, and an item will appear in between two broken pillars (two fairies, in fact). Go back towards the right, still avoiding the gaps, until you see the fairies again. They create a platform that allows you to climb to a higher ledge. Go right and you should find one potion and some food, then follow the arrow right to the exit.



FIRST LAST BOSS

Constantly shoot him while jumping over the flames which come out of his hands. When he shoots out a fire snake move left to right jumping over the flaming serpent. When the snake breaks up run left and duck to avoid the body segments. Repeat this procedure until defeated.



STAGE 6

Jump over the hole and go up to the right to find a creature level-up. Go back to the left and fall through the hole. Once you fall down to the next hallway, head to the far right to find a potion. Then go back left and fall through the first hole you come to. Go right to find a Revive. Next head to the far left and fall through the hole in the floor. When you reach the next level go right to find a Thunder power-up. Then go back to the left and climb up the hole you just fell through. Continue right and climb up the hole in the ceiling next to where there is a hole in the wall. At the top go to the far right to find a double grub fest. Head back to the left and fall down the first hole you come to. Walk to the far right for a HP Up. Go back to the left and drop down the first hole you reach. Then walk to the right to find a Thunder power max (fire this constantly). Go left and fall down the first hole you come across, this will put you in a large hallway. Walk all the way to the wall on the far left. Walk into the wall to find a secret room containing food, two potions and a continue. Go out of the secret room and turn right. Fall through the first hole and get two potions. Continue right and you finish this area. You will be in a large room, go to the far right for a potion. Now fall through a hole on the left of you. Go right to find some food, then left and through the hole next to the wall. Continue left and you should find a small passageway. Go up the passageway to the hole at the top. Go through the hole and turn right. Then fall through two holes and continue right. You will be in another small passageway. Go up to the right to face the boss.



Concentrate your firepower on the wizard. Keep an eye out for where the machine guns appear. Avoid the bullets and continue to fire at the wizard. After he is defeated head to the bottom to find the hallway which leads to the exit.

Walk right and uncover a potion, but watch out for the gas spewing forth from the rocks. Shoot the green eye so that it shrinks and jump across to the ledge above (be careful of the lava that shoots up). Continue this pattern all the way to the right. There is some food on the far right hand side, after grabbing this, turn around and go up the ledge towards the left. Up to the right past the green eyes is a potion. Once you've got this climb the ledge right a above you and go right, watching out for falling rocks. There's a potion right before a ledge that goes up. Go up the ledge and then head far left until you find some fairies. Head back right, down the ledge and back to the left. At the far left, climb the wall and at the top of the ledge the fairies will appear and form a platform. Jump on the platform and continue up. At the top there is a potion just before the boss.

To defeat the boss, stand on the highest ledge and face right. Wait for the tank to come towards you and as soon as it shoots its lasers jump straight up to avoid them. Jump over it as it comes towards you, then turn around and shoot it from behind. The next time it comes by it lobs grenades at you. Wait for all the grenades to be thrown, then jump over it and shoot it from behind again. Repeat this pattern until it is defeated.





STAGE 7

Start by going down the stairs to get the potion. Next head right (be sure to defeat all the green slime on the walls) and up the stairs. Once on top go left. Go up the stairs at the end of the hallway then go to the right to yet another set of stairs heading up (get the potion at the bottom of the stairs). Go up and you are in an area with three disappearing enemies. Defeat the three enemies and get the creature level up and the food. Now, shoot the ceiling with a fully powered shot and a set of stairs forms, go up these to face the boss.

Wait for the Splitting Boss to appear, then immediately fire at him while running to the right side of the screen. When you reach the far right, jump to avoid the fireballs and head all the way to the left (be sure to take out the two wizards that appear on the far left). When you reach the far left wall and have killed the two wizards, duck down to avoid the bullets coming from the other two. Once you have avoided the bullets run left and start the procedure again.

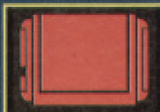
Once he is defeated, shoot the ceiling with a fully powered shot to form another staircase. Take the stairs up and then make your way quickly up to the next room using the stairs. Get the four items on the right and head left. Jump on the first spinning triangle and it will move left, then up. Then, once it has reached the top, jump to the right onto another spinning triangle (which doesn't move). Jump to the next triangle on the right and it will take you all the way in that direction. At the far side, jump right onto a spinning triangle which is positioned off-screen (so you can't see it). It will move up. Once it reaches the top, jump two triangles to the right and exit to

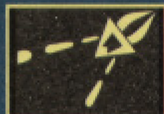


REALLY LAST BOSS



Wait for him to fly to the left and face him, making sure that he's partially off-screen. Then fire at him constantly while jumping up and down, so the snakes cannot hit you. Eventually he will fly back to the right. Stand to the right of him, waiting for him to shoot his fireballs. When he shoots, run left and jump to avoid them when they hit the ground. Repeat this until he bites the dust.





1-4 PLAYERS

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OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: EASY/MEDIUM
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: GROOVY

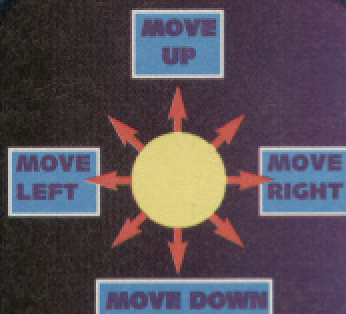
1ST DAY SCORE

13,000

ORIGIN

An original game based on the top science-fiction film starring Danny Glover, itself a sequel to the Arnie-tastic Predator.

HOW TO CONTROL



A Fires the currently selected weapon.

B Locks Harrigan's firing angle.

C Selects weapon.

S Pauses game.

HOW TO PLAY

Run around the streets of LA shooting gang members, confiscating drugs, rescuing hostages and blowing away Predators.



PREDATO

The aliens are coming! The aliens are coming! The evil otherworldly Predators have come to Earth to indulge in their favourite pastime of hunting lower life forms, their definition of which includes humans. On the bright side, the aliens do have their own slightly warped sense of honour: no killing of unarmed opponents, no slaughtering of innocents, only attacking people once they've turned invisible, that sort of thing. You may think that this would inspire everyone to throw away their guns and live in harmony to avoid certain death, but sadly it would seem that no one has that much sense. Particularly badly affected is the gang-war-torn city of Los Angeles, where shootings, drug dealings and death are common sights - and that's just in the local primary schools!

Of course, the most dangerous opponents for the Predators are, of course, the heavily armed and violent drug gangs, who predictably become prime targets for the aliens. At about the time the sneaky invisible aliens start their campaign of death, top crack elite police type Lieutenant Mike Harrigan is dispatched to investigate a number of kidnappings by - surprise surprise - the evil drug cartels. Being a bit of a hard-case Harrigan himself becomes a target for the Predators, who regard him as the lion in the jungle - the ultimate prey. Now it's up to you to guide Mike around the city rescuing hostages, blasting the bad guys and eventually confronting the despicable aliens in their own space craft!

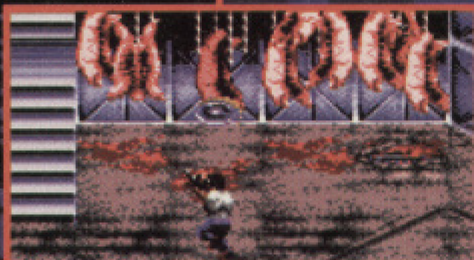






▲ *Piece at the ready, Harrigan lays into the masses of drug dealers! Yeah... go get 'em!*

DANGEROUS LI-ALIENS





The Predators in the game are almost as dangerous as those in the film. They're equipped with all the weaponry you might expect, except big nuclear laser cannons. The staple of the Predators' arsenal is the telescoping spear which has heat-seeking capabilities, making it quite a threat to the safety of our hero. The flying disc is probably the most dangerous weapon though. A kind of giant razor-sharp shuriken, the disc is thrown at great speed and is very difficult to dodge. The Predators also carry weighted nets which they use to trap their prey against walls, making them easy targets for a few attacks before escape is possible. Still, at least the Megadrive Predators are a little more sporting than their film counterparts and don't turn themselves invisible before attacking!

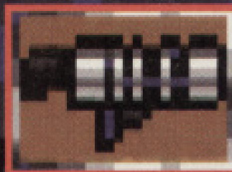
PICKING UP A FAT ARSENAL

This being Los Angeles in the year 1997, there are a lot of powerful hardware around with which to dispose of your enemies. Sadly for Harrigan, most of it is in the hands of the drugsters, with the heroic cop beginning the game with only his trusty infinite-ammo handgun. Still, extra weapons are revealed by shooting certain enemies or just finding them lying about on the streets. The weapon currently in use is shown in the bottom right of the screen, along with the amount of ammo left in it. The weapons you have collected are chosen by using the C button to cycle through them. The arsenal available to your character is detailed below.

RIFLE: Provides greater fire-power than normal but with the same fire rate.



SCATTER GUN: Sprays a three-way stream of bullets across the screen at rapid speed, but uses up ammo quickly.



SAWN-OFF SHOTGUN: The most powerful weapon in the armoury, the shotgun fires slowly but has great destructive capabilities.



GRENADES: Highly effective explosives which wipe the blast area clean, but are pretty difficult to aim.



▲ Harrigan gets [illegible]ous.

▼ Our hero witnesses the carnage of the Predator.



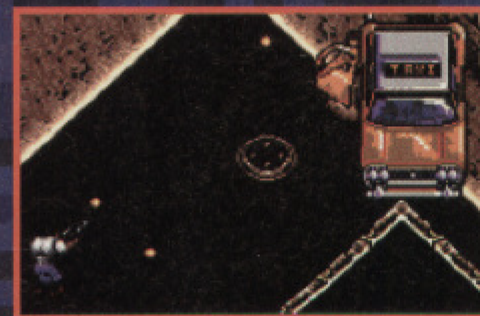


COMMENT

Predator 2's disappointing looks belie its good quality playability. The sprites are small and not brilliantly drawn and the perspective is sometimes pretty dodgy. Also, apart from the last couple of backgrounds, there really isn't that much graphical variety between levels. Still Predator 2's frenetic blasting action can be most enjoyable. True enough, the controls take a bit of getting used to, the same as with any control system with an aim lock facility, and sometimes there isn't much order to the destruction, but it's great fun to play nonetheless, with loads of death and destruction to enjoy. This cart is a bit like a more exploratory version of Total Carnage, but the freeform find-your-own way around levels can be a bit annoying as you never know where the next attack is coming from. Predator 2 is probably a good choice for those let down by the sadness that is Smash TV. It's good fun and much more responsive, making for a far more enjoyable game.



▼ No cab driver is safe from Harrigan!



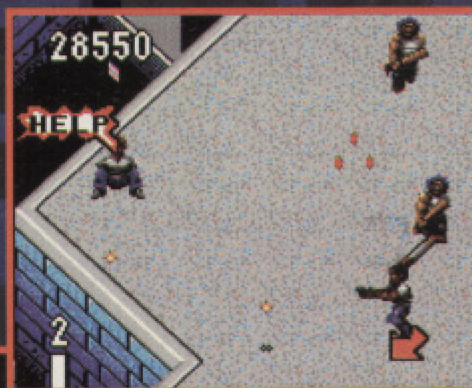
REVIEW



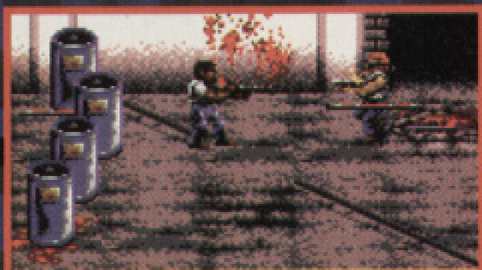
HOSTAGE OF CONSENT



You'd think it would be easy being a hostage, after all it's pretty safe until your deadline runs out and the ransom remains unpaid. Not so with the hapless prisoners in Predator 2. The Predator has decided simply to use these prisoners to bait Harrigan into his lair. Unfortunately, the alien is after a little target practice, so Harrigan must reach the innocents before the xenomorph hunter has time to shoot them. His job is made a tad easier by the three-dot laser target used by the alien. If he sees this on the screen, it's a good idea for him to run past it and rescue the hostage the sights are heading for. If you don't make it in time you're treated to watching the sitting duck explode, with eyeballs flying towards the screen. Only a certain number of hostages can be killed by the aliens before it's Game Over time. The exact number depends on the skill level. The number of hostages you've lost is shown by a skull indicator in the top right of the screen.







COMMENT

Phew, what a relief. Acclaim have resisted all temptation and avoided spewing out another feeble platform answer to a film license. Instead they have done themselves proud with an Alien Syndrome/Total Carnage clone that isn't half bad. Unfortunately this is the second Sega game I've played this month with a crippled control system. Gnnh... Fortunately the nature of this game is more forgiving than Smash TV and so isn't half as frustrating as it could've been. Graphically Predator II is a bit scruffy. The sprites are good enough but certainly not brilliant. The sounds are a little fuzzy round the edges too. However the game packs a polished challenge and I'll never be one to turn away from that. Even the most hardened blast freaks are provided for here, especially on the hard setting where sharp reflexes and a cool head are needed. I wouldn't put this at the top of my list for shoot 'em up fun and frolics but Megadrive owners can certainly do a lot worse at the moment. I like it. Not a lot, but I like it.



OPTIONS SCREEN

DIFFICULTY SETTINGS: Three, each governing the number of hits you can take and hostages you can lose.

SOUND TEST: Test the tunes and effects and even turn the effects off if you want.

CONTINUES: A fine password system effectively gives you infinite continues even after you've turned the machine off.

LIVES: Three.

LONG TERM REPORT

- HOUR
- DAY
- WEEK
- MONTH
- YEAR

BREAKDOWN

- STRATEGY
- ACTION
- CHALLENGE
- REFLEXES

PRESENTATION 87

▲Lots of nice intros and intermissions featuring your friendly neighbourhood alien plus plenty of options.

GRAPHICS 65

▲The animation is pretty decent throughout.
▼Small wobbly sprites and quite bland backdrops

SOUND 78

▲Topper blasting effects to accompany things the action.
▼The tunes, though accomplished, grow dull after a while.

PLAYABILTY 70

▲Pretty logical once you get used to the controls, plus decent response.

LASTABILITY 76

▲There are seven levels to keep you going...
▼...but with that password system they might not last as long as you'd think.

OVERALL 80

A fine blasting game which should appeal to all mass carnage and destruction fans.

SALES HOTLINE

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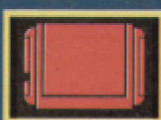
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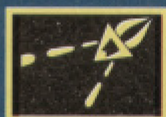
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BY DATA EAST

RELEASE OUT NOW

OPTIONS

RELEASE:IMPORT
CONTROL:JOYPAD
GAME DIFFICULTY:MEDIUM
CONTINUES:3 - 15
SKILL LEVELS:3
RESPONSIVENESS:QUICK

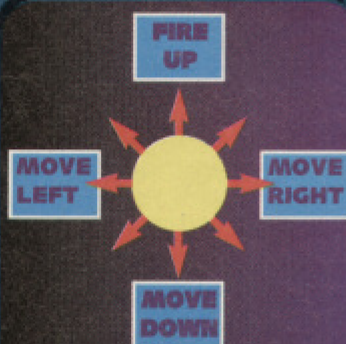
1ST DAY SCORE

235950

ORIGIN

Atomic Runner was originally released as a coin-op in the mid eighties called Chelnov.

HOW TO CONTROL



A Makes Chelnov jump.

B In conjunction with the D-pad turns Chelnov around

C Fires

S Use this to start the game and

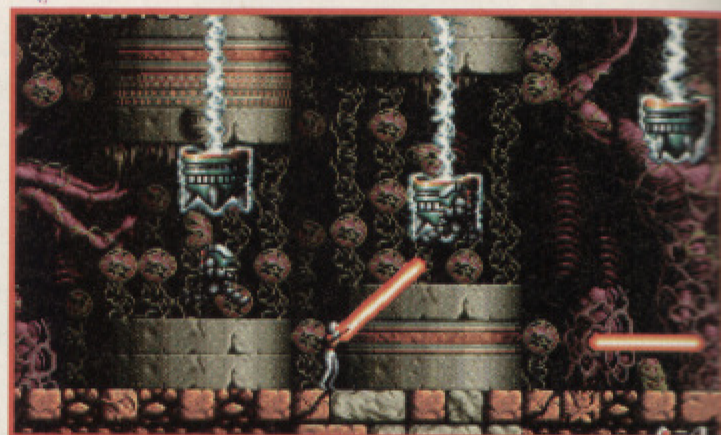
HOW TO PLAY

Guide Chelnov through a forced scrolling platform environment to kill Deatharians.

Hot on the heels of those Two Crude Dudes comes Data East's latest release - Atomic Runner, aka "Chelnov": To set the scene, aliens are invading our beloved planet and to make matters worse.they reckon that they were here first. Yes, apparently this is the second visit of the spookily named "Deatharians". Thousands of years ago they were responsible for much of the ancient Egyptian architecture and they claim that their history on Earth dates back to before the dawn of man. Or so they say...

Chelnov is our hero whose father, a gifted scientist, is fatally injured during the remorseless alien assault. He directs his son to a chest that contains a suit of extraordinary power that was left behind by the gormless extra-terrestrials inside one of the pyramids. This fabled garment endows the wearer with super-human powers that enable them to become the infamous "Atomic Runner" of the title. To top it all Chelnov's sister was kidnapped by the Deatharians too. So our hero dons the mystical outfit and sets out on his desperate quest. However, all is not lost because there are numerous useful weapons left lying around the place by the opposition. A thin plot it might be, but Data East may just have released one of the most exciting titles for Sega's beleaguered 16-bitter this year. Interested? Read on...

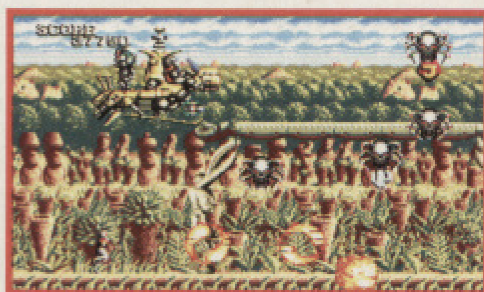




▲ *Behind you...*



▲ *Did you spill my pint?*



▲ *Die, die! Kill, kill!*

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
ACTION
CHALLENGE
REFLEXES



▲ *Who'd be a postman eh?*

WAR AND PEACE.

The start of the game has the most extraordinarily long introduction. Giving you the full history of how Chelnov actually became the Atomic Runner; how his father died; how his sister got kidnapped; how Chelnov was all ready to save us all but in the end gets kidnapped himself... and all at the appendages of the Deatharians.

ATOMIC

MEGA GAME







"With a rebel yell..."

SPIKED BALLS

Chelnov's weaponry is not just limited to his standard laser, with its restricted firing range and power. No, his arsenal is inordinately capacious indeed. Just take a gander at some of these babies:

BOOMERANG: The range of this weapon is slightly limited but is rapid firing, very powerful and simple to use.
LIGHT RING: Very difficult to miss with this one once you have it fully powered up. It has a wide attack area so you don't need to be a world champion marksman to get results. Beware though because it's hopeless when unpowered.
MORNING STAR: This is a sad weapon if ever there was one! It is extremely useless in its basic form and isn't much better when fully powered up. Avoid, you fools, avoid!
HOMING MISSILE: This seems to be the same whatever your power level. It is impossible to miss with this one so long as you're pointing in the right direction. Its destructive power is weak though which often results in problems of the screen-full-of-Deatharians and-nowhere-to-hide kind. Gnnnh!
SPIKED BALLS: According to the instructions these are the strongest and fastest of all weapons which may be true. But, because of their incredibly short range, these turn out to be almost as embarrassing as the morning star.

Atomic Runner breathes new life into the runny-jumpy-shooty genre on all fronts. The graphics are nothing short of stunning, the sprites are gorgeous, although some of them are a bit small, the backgrounds are breathtaking and some of the guardians are truly amazing. The sound is great too, the effects are smart and the tunes are some of the best yet on the Megadrive. Gameplay-wise, once you've got the hang of the awkward controls it's pretty hard to fault. There are loads of things to shoot at in all directions, and things often get pretty frenetic as you blast at several targets at once whilst simultaneously avoiding various hazards and crevasses. Although there are a few new and original features in Atomic Runner, what makes it such a classic is its flawless implementation, including a challenge hefty enough to maintain the appeal of the game for ages. This is really how shoot 'em ups should be.

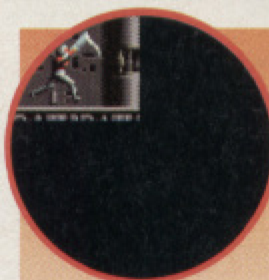


RAD

CHELNOV'S QUEST



WEAPONS



BOOMERANG



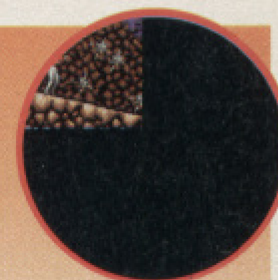
HOMING MISSILE



LASER



SPIKED BALLS



MORNING STAR

RUNNER

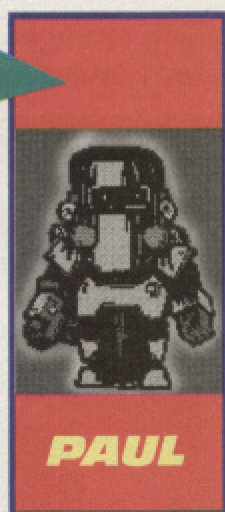


LIGHT RING

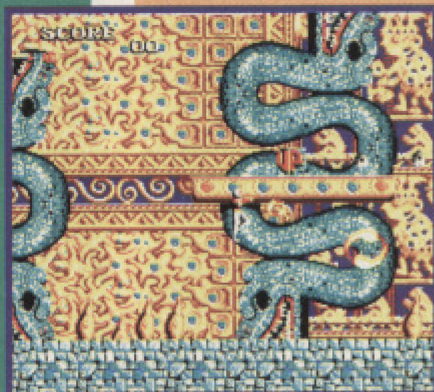
REVIEW



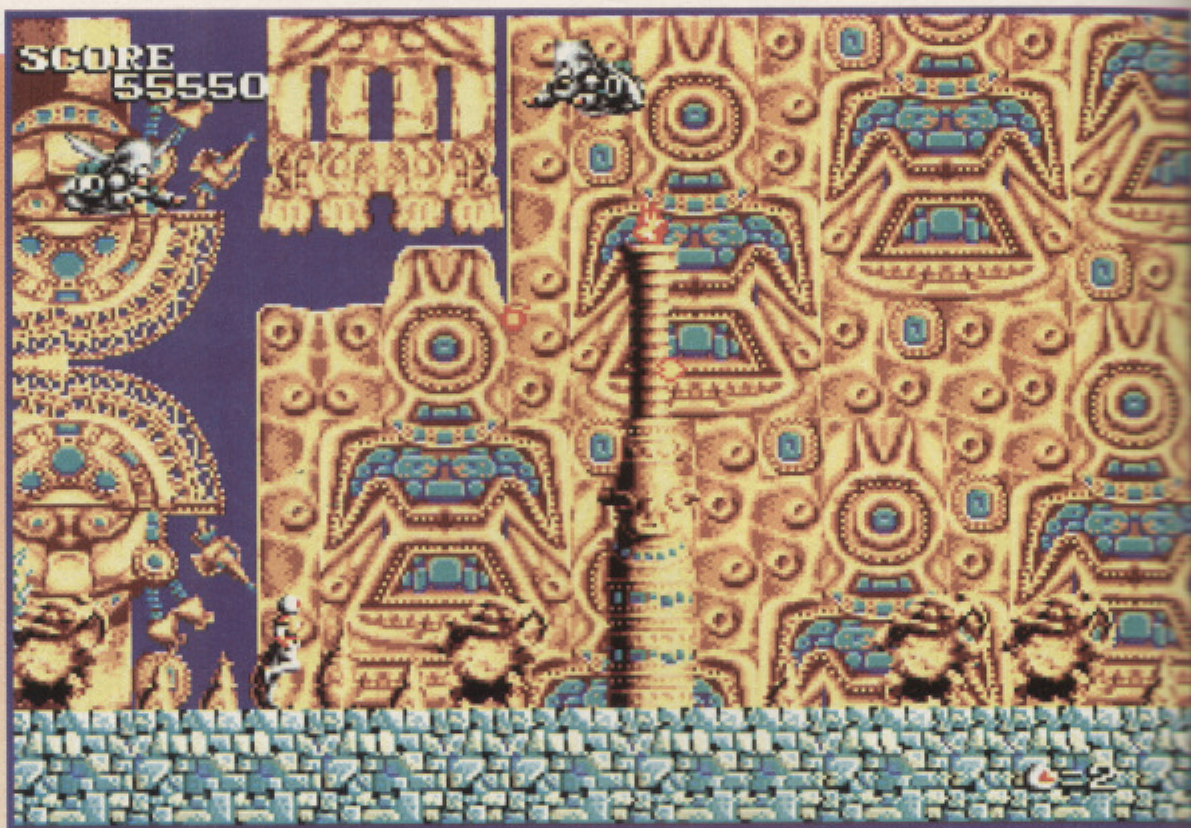
I had been hoping that this game would live up to the very fine screen shots that have been circulating throughout the industry over the past few months. Happily Atomic Runner has more than done them justice. This game is just what the Megadrive needed to raise it above the quagmire of mediocre titles that have dogged the machine of late. Those of you who have been longing for a game to keep you up into the early hours may have the answer to their prayers right here. The graphics are astoundingly well-detailed with some of the strangest bosses I've seen in a long time - take for example the granite serpent on level two. The action is non-stop which means that you are irresistibly glued to the screen. Also, because the screen is scrolling constantly, regardless of whether you want it to or not, there is an additional urgency to your task. This forced scrolling effect also lends itself to a rather different style of play than other platform games. At first the controls seem a little odd but, with a little practice, you soon have people gasping in awe at your skill. The only real fault with Atomic Runner is that everything is so small. This is the factor which has attracted the most comment, yet this doesn't detract anything from the gameplay in my opinion. Atomic runner is a worthwhile contender for any serious shoot-em-up or platform maniac's collection, so if that's you, what are you waiting for?



PAUL

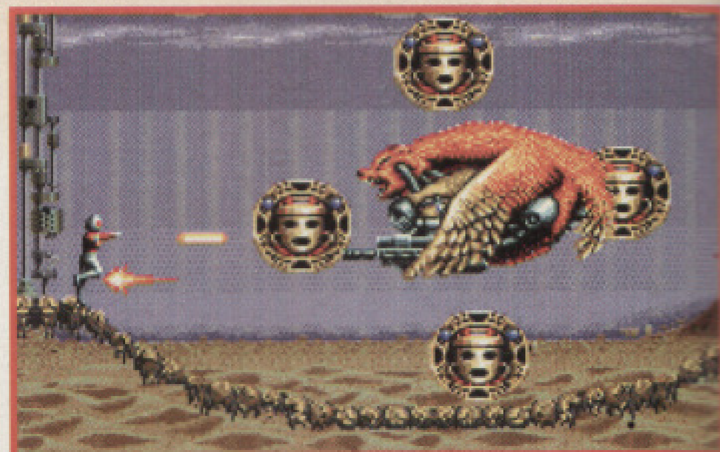


▲ A snake mosaic





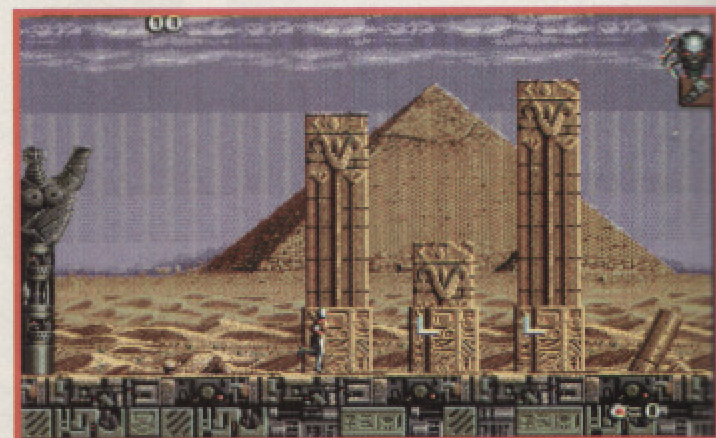
▲ Dropleaf



▲ Next door's cat



▲ I want my mummy



▲ The local high street

WE'LL MEET AGAIN...

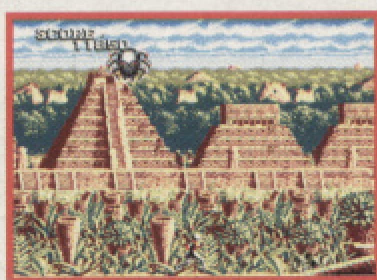
Atomic Runner boasts a variety of interesting, mythical-type mid-level guardians. More impressive still are the end-of-level bosses. The first one that you come across is a fabulous Wall Dragon resembling the traditional Chinese festival dragons. Of course this one is a lot less friendly. Awaiting Chelnov at the end of stage two is a bug-eyed brass idol that tries to stomp all over his head, thus much running and dodging about is required. Stage three's drop ship is a ferocious firing vehicle of destruction and desolation. Having your jumping ability powered up to full works wonders here. About half-way through the game you come across a large brass idol which looks suspiciously like the large brass idol you met in stage two. However, all is not as it seems. Why? Well that would be telling wouldn't it?



▲ Waiter, there's a fly...





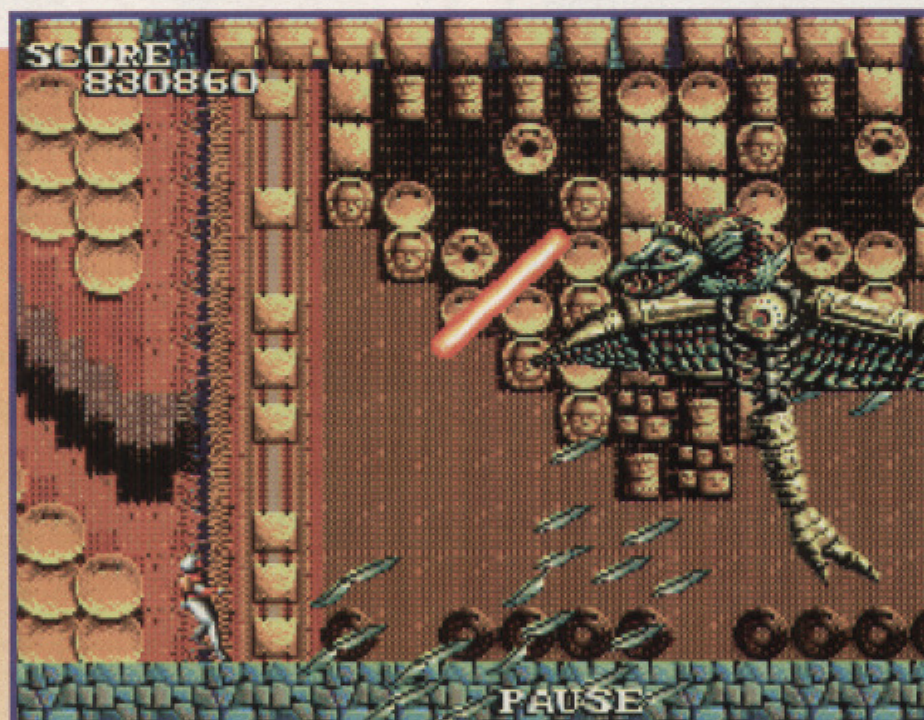




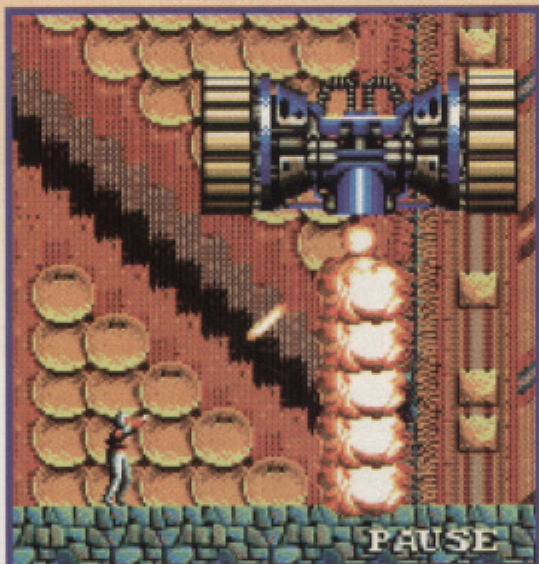
▲ Jump. Jump.Jump.



▲ *Mo'snake mosaic malarkey.*



▲ *Next door, but one's, budgie*

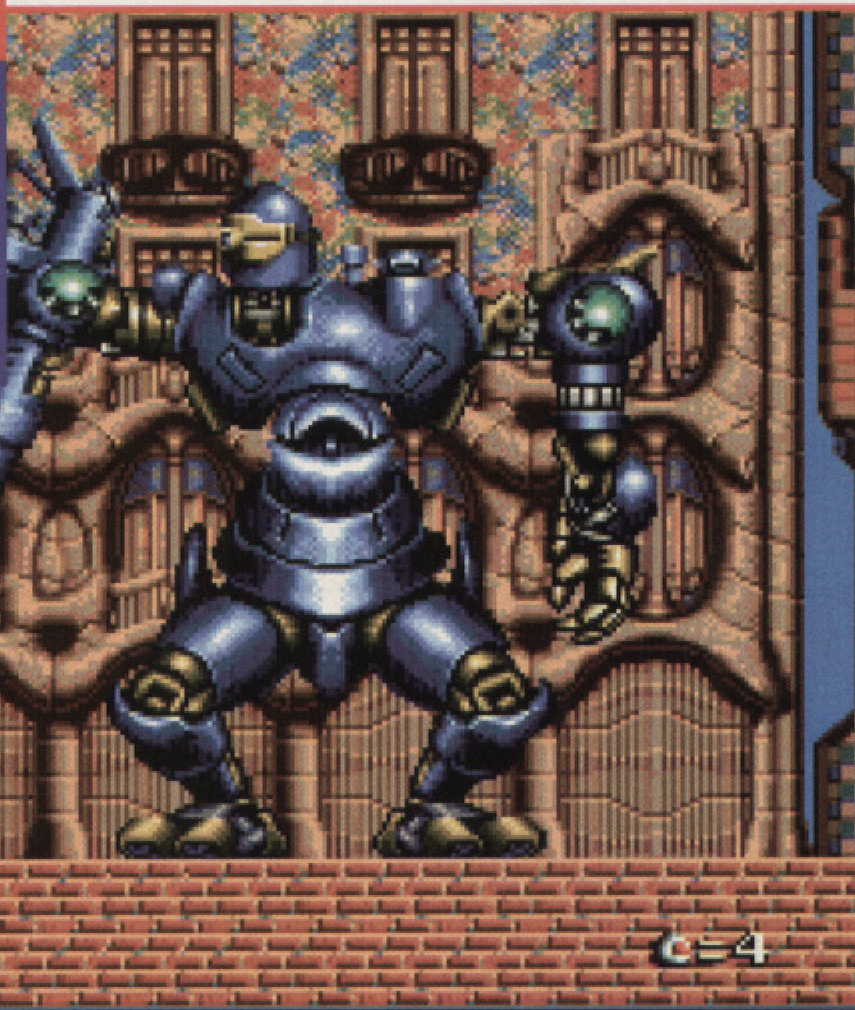


▲ *Cog blimey*



SOMERSAULTING SHENANIGANS

Not content with his ability to blow anything away with only a few well aimed blasts from his large weapon. Our man Chelnov has the potential to spin in the air as he jumps, sending out multi-directional death when he fires simultaneously. A good way out of potentially tricky situations



▲ *The chap across the road's monster robot*

PRESENTATION

90

▲ Extensive introduction screen that seems to go on forever. Animated title screen and between stage map add to the games appeal.
▼ There are no real minus points, honest!

GRAPHICS

92

▲ evident in both the main sprites and backgrounds - both of which are well-animated.
▼ It's a shame that everything is so small though.

SOUND

99

▲ Exciting music enhances the frantic gameplay. Many decent spot effects.
▼ But there are some whiffy ones in there too.

PLAYABILTY

85

▲ The controls are quite fiddly.at first but once you get the hang of things they become almost instinctive.
▼ This may initially put some people off playing the game

LASTABILITY

89

▲ Data East themselves suggest that this game packs quite a challenge - it does.
▼ Once you have finished the game you may not feel like returning to it.

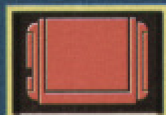
OVERALL

91

A welcome challenge after so many games that have been just too easy. The only thing to really moan about in this title is its miniaturised graphical style, but even that doesn't affect the gameplay at all and the end result is a superb blaster.







PRICE	£39.99
BY	:SEGA
RELEASE	SEPTEMBER

OPTIONS

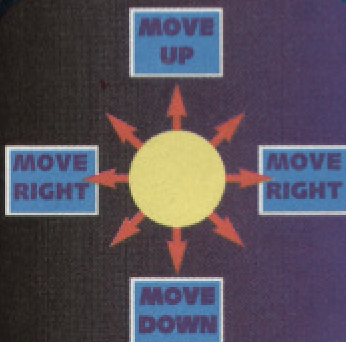
RELEASE:IMPORT
CONTROL:JOYPAD
GAME DIFFICULTY:EASY
CONTINUES:NONE
SKILL LEVELS:NONE
RESPONSIVENESS:NOT BAD

523600

ORIGIN

Green Dog was originally a board game that gained cult status in the USA.

HOW TO CONTROL



A BUTTON: Panic Button

B BUTTON: Throws out your frisbee.

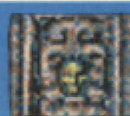
C BUTTON: Press this to jump.

S Starts and pauses the game.

HOW TO PLAY

Guide Green Dog through six different Caribbean islands and Aztec ruins to retrieve pieces of the magical surfboard.

GREEN DOG



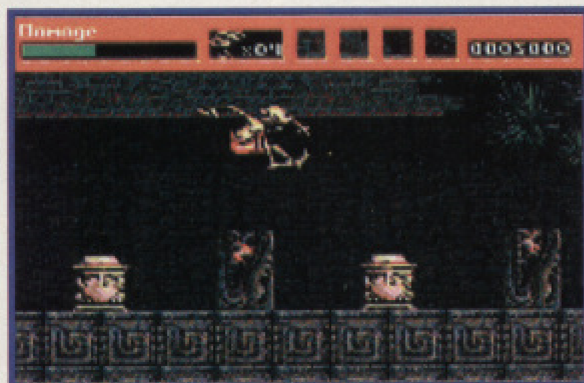
Green Dog!? What the hell is Green Dog!? A family pooch from Sellafield? Or alternatively a canine that carries it's own pooper scooper? Nope, both wrong! Green Dog is in fact the name of a Californian surfing fellow. Yep! It's time to wheel out a million and one phrases we know and love, like bogus, bummer, bodacious etc. and all pretend we live on the west coast USA.

Anyway, Green Dog is minding his own business riding the waves one day, when a particularly huge wave washes him ashore on a foreign beach. He notices a strange medallion hanging about his neck just at about the same time that a beautiful young beach babe appears out of thin air. She explains that the only way to get rid of the hated decoration is to reunite it with the treasures of the Aztecs. The whereabouts of these are indicated on the back of the medallion.

"Hey, no problemo," he thinks. However there is an added clause to this desperate situation. His surfing skills are be taken from him until such time that his mission is complete. Better start now then eh?



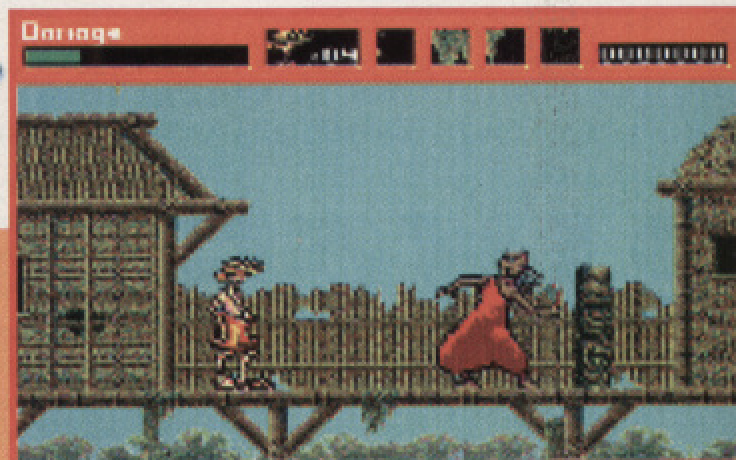




▲ *Jump. Jump.*

WAY THE MOST GNARLY DUDE!

Green Dog may have been deprived of his surfboard but he still gets to party on other, like, totally cool forms of transportation man. Like, hey, he rides a skateboard, yeah, and, like, he rollerskates too. Wow! Awesome man, like, cool.



▲ *TV terror*

LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
ACTION	
CHALLENGE	
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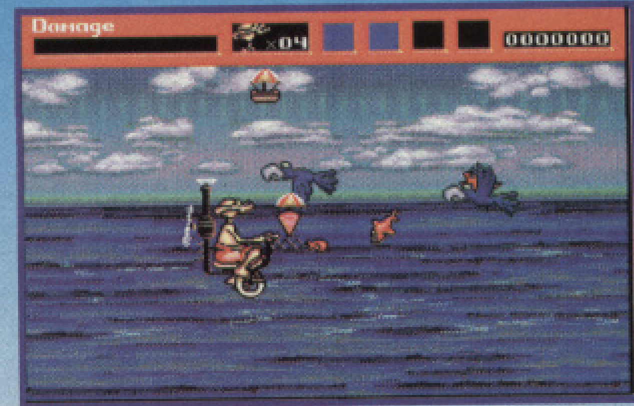




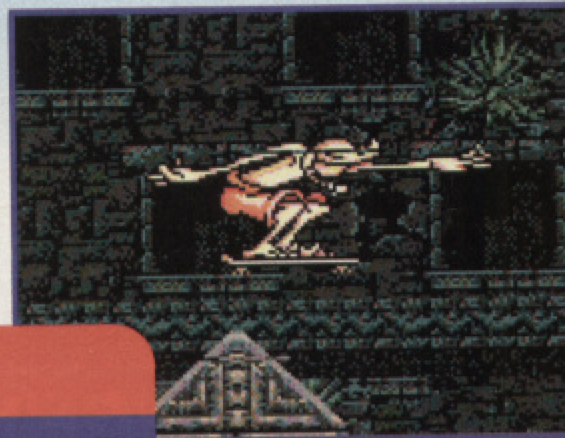
"Booeyaagh!"



Fancy a sarny?



Parrots at 3 o' clock





Help, they'vegot nits!

COMMENT

Another top-quality package from Sega which looks gorgeous but is sadly lacking in gameplay. Everybody here is impressed with the beautiful graphical style of the game and I for one have become rather endeared towards Sega's funky new Californian star. However, the game lacks content and, more importantly, challenge. Why, oh why, oh why won't Sega pay attention to the many comments made about the lack of challenge in their games these days. If people didn't want it they wouldn't ask for it would they? Green Dog has truly turned up to a bogus party, man. The most outstanding level in the whole game is the fish tank at Curacao. It's the only place in the whole game where you meet enough characters to consider Green Dog a worthy test of gaming skill. Even then the action is painfully slow and tedious. It's difficult not to applaud Sega for their tremendous efforts in the presentation department yet again, both graphically and sonically. Also there have been attempts to break the mould of the typical, run of the mill platform adventures with the various means of transportation at Green Dog's disposal. However the boredom factor soon begins to set in when you realise that there is little or no challenge found anywhere in GD.s island hopping adventure. The end result is that playing the game is a sort of detached, disinterested affair that takes very little time and practice to complete. Green Dog just doesn't have what it takes to truly party on in a bodacious way. Let's hope that the sequel succeeds where this



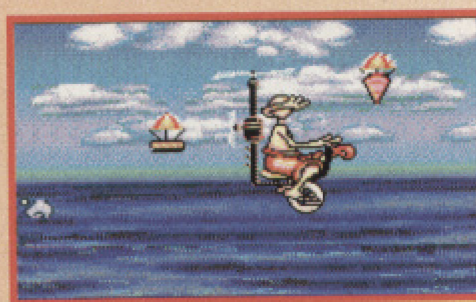
CANINE COMPADRE

At various points in the game, like the beach in Curacao, Green Dog is joined by a crazy anonymous pooch who chases GD's frisbee, barks a lot and is of no assistance whatsoever. He's really cute though. Aaah.

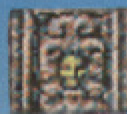




Just call me tarzan



Bogus butties man





▲ Greeny's Aztec chum



APPETITE FOR CONSUMPTION

Part of the game has Green Dog submerged in a giant fish tank and it's only a matter of time before he runs out of air. Unfortunately for him there are many occasions where he is likely to find himself most heinously returned to the start of the level. To add to his troubles the tank is swarming with malicious blowfish who like nothing better than to charge into him and cause no end of frustration.



▲ Look out! Low flying transportation



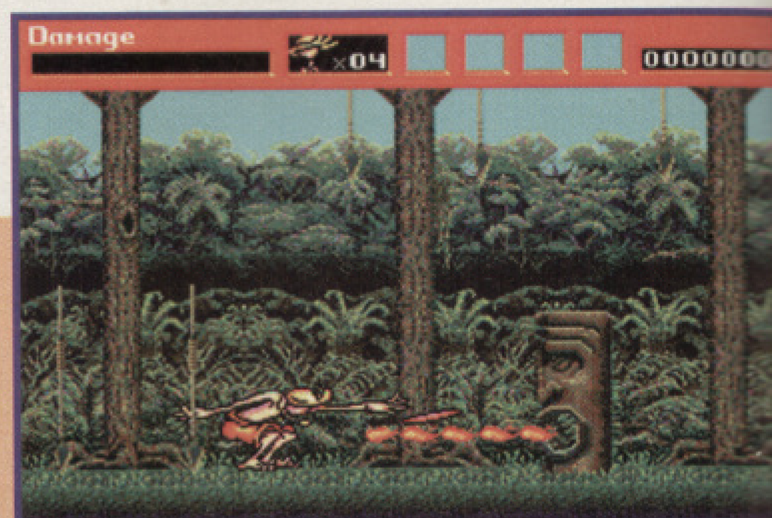
BOGUS BLOWFISH BABOONERY

Green Dog seems to want the world record junk food consumption award in a big way. Hidden behind trash cans, ornate pots or even statues are hoards of edibles such as hot-dogs, hamburgers and cans of cola. He never stops stuffing his face with the stuff, the fat get.

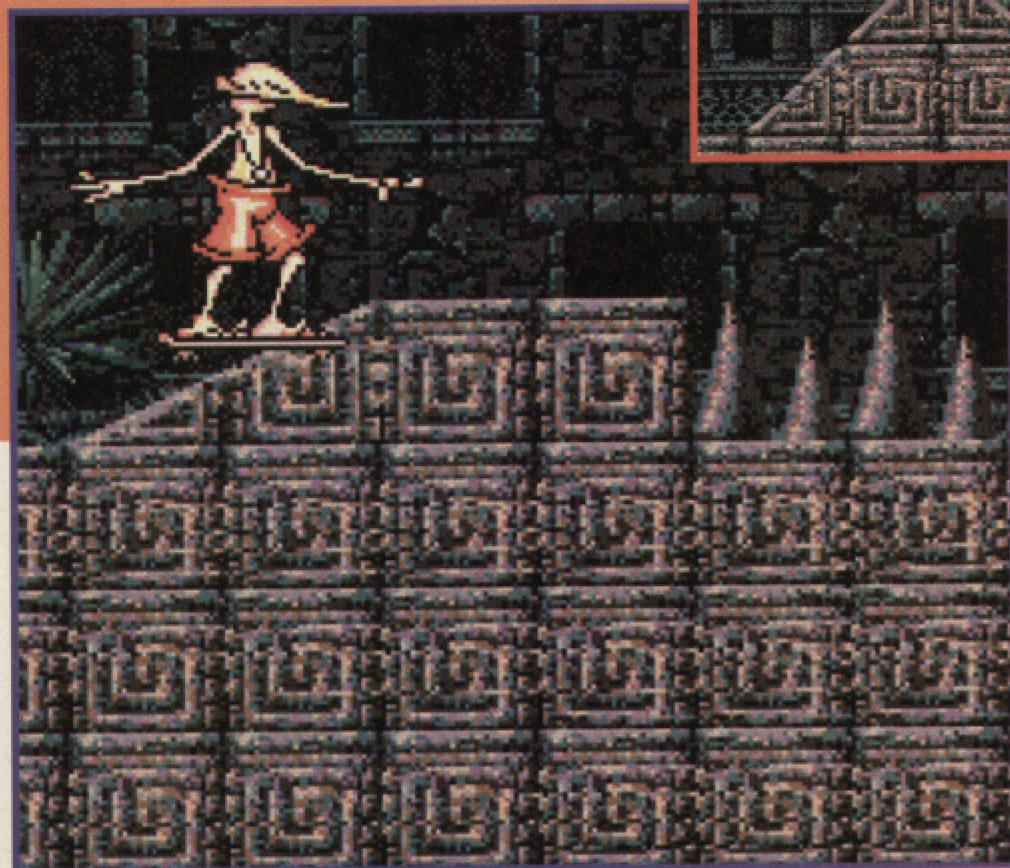


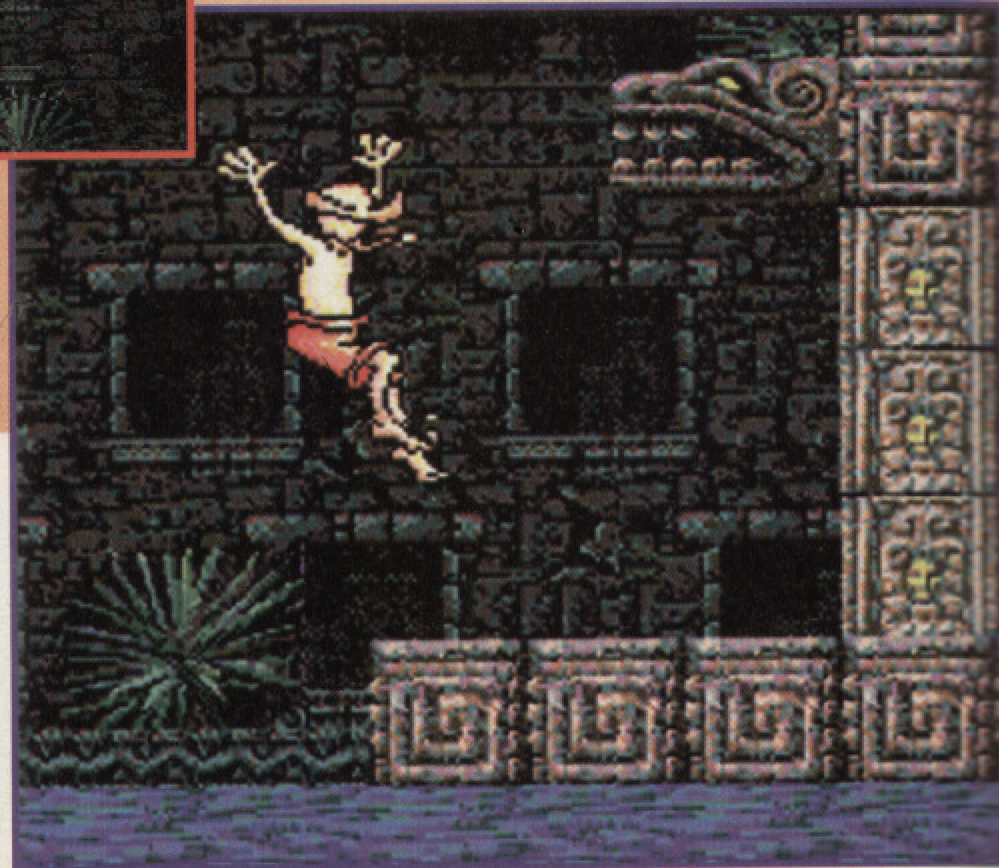
▲ Flying tonight...





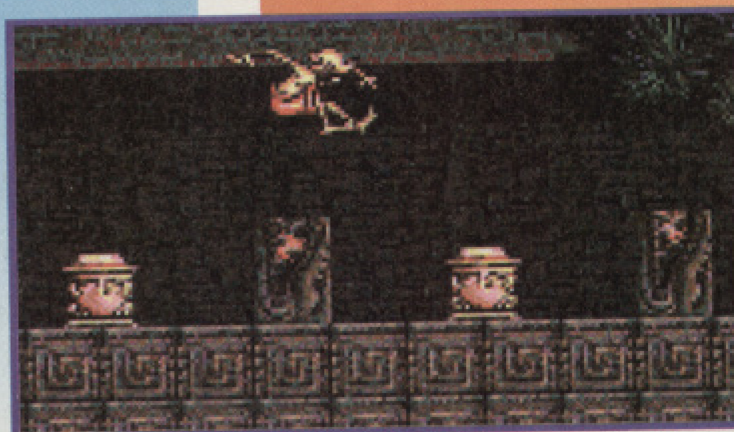
▲ That's the last curry he has!

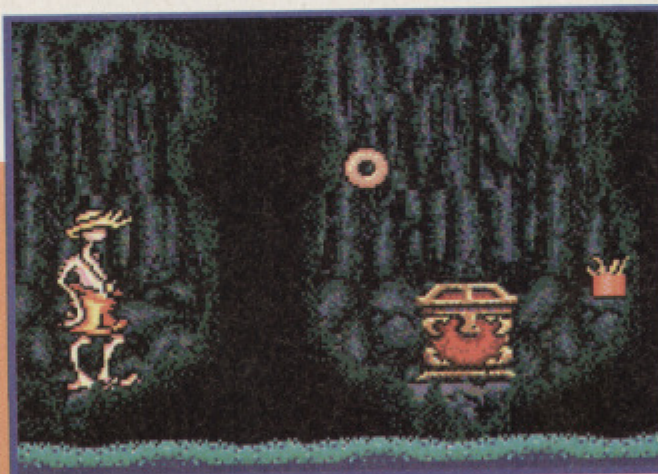






Bonuses galore for our hero.





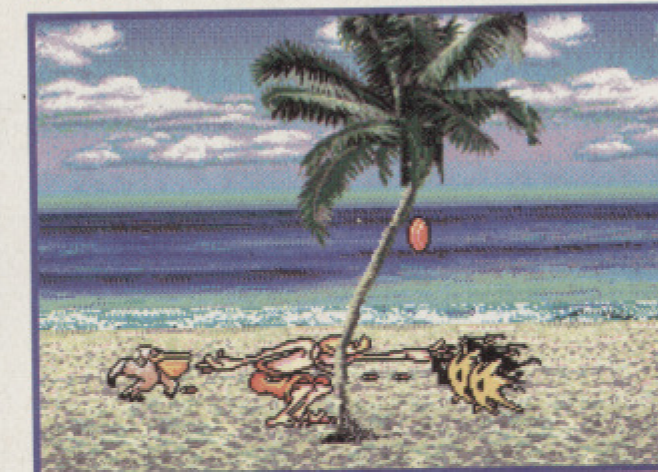
Chest a minute, what's this?



The oldest swinger in town.



Come firewalk with me...



Greeny tries palm reading...

COMMENT

It might look and sound great, but sadly Green Dog is lacking two very important details - playability and challenge. Unfortunately it seems as though the programmers have gone overboard on neat touches, nice animation, great backgrounds and funky tunes and forgotten to actually put a decent game in there. It's just not much fun to play. The skateboarding sections are brief and dull and the underwater bit is fun for a while but is as sluggish as treacle. The final nail in the coffin is that the game is laughably easy to complete. During the game itself only the most rudimentary platform skills are required to hack it all the way through to each of the end-of-level guardians, which all put up little or no resistance to the long-limbed hero. Green Dog simply pales besides the likes of Revenge of Shinobi, Taz Mania, Sonic the Hedgehog, Mickey Mouse, Batman, Donald Duck, Kid Chameleon, Robocod and all the other great Megadrive platform games that are available. My advice is to take your pick from any of those before even looking at this.





PRESENTATION 90

▲ There's a rather neat introduction that explains the story behind the game.
▼ Not much in the way of options and only one difficulty setting.

GRAPHICS 92

▲ Graphically this game is excellent. The animation is very expressive and the backgrounds are similarly most worthy of praise too.

SOUND 99

▲ The music fits the game perfectly. It not only reflects the various backgrounds but, in some instances, helps to describe the movements of Green Dog himself and the sound effects are great.

LASTABILITY 25

▼ The very low challenge and lack of original features means Green Dog holds little more than a few days play - even for beginners.

PLAYABILTY 67

▲ The slightly strange nature of the game does attract a certain amount of interest...
▼ ...but you soon find out that the game's a bit of a wipe out.

OVERALL 49

It might look and sound like a millions dollars, but the gameplay ain't worth a dime. The lack of challenge and variety means that it only takes a day or to to complete this and become bored.

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TOP 10 CHARTS

MEGADRIVE



1

EUROPEAN CLUB SOCCER By Virgin Games

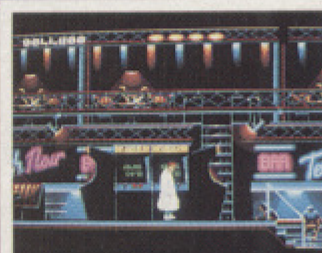
As any frustrated Megadrive owning soccer fan knows, there's a surprising lack of quality football games available for the 16-bit wonder machine. European Club Soccer is a step in the right direction with decent graphics and sound (shame about the gameplay though). Obviously this is proving quite popular with you lot as it's shot in straight at number one!



2

TAZMANIA By Sega

The popular Warner Bros cartoon character, the Tazmanian Devil is still "holding his own" after a good couple of months in the chart. The combination of stunning graphics and outstanding gameplay is obvious proving to be quite a draw for the Megadrive-owning public. But where will it be next month?



3

THE TERMINATOR By Virgin Games

Virgin's extremely disappointing adaptation of the massive 1984 movie is still managing to shift large amounts of units out there in the shops. Although graphically and sonically amazing, the game suffers from being far too easy to complete. In fact, we did it in under 20 minutes - and that's official.



4

AYRTON SENNA'S SUPER MONACO GP II By Sega

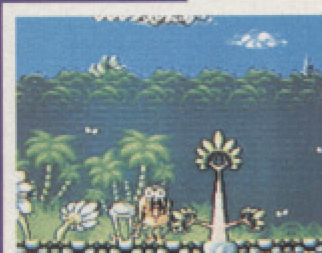
After peaking at the top of the charts, Super Monaco GP II is starting to lose its edge after a couple of months on the shelves. As driving games go, it's one of the best available, even though it's superficially quite similar to its predecessor.



5

DESERT STRIKE By Electronic Arts

It topped the charts for many months, selling by the bucket-load to game-hungry Megadrive players after a completely amazing Gulf War "simulation". Desert Strike is now acknowledged as one of the best-selling Megadrive carts ever. What's more, as we speak, versions are being programmed for the Master System and Game Gear courtesy of Domark!



6 CHUCK ROCK

7 OLYMPIC GOLD



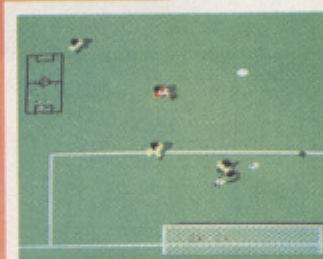
8 ROAD RASH

9 ALEX KIDD AND THE ENCHANTED CASTLE

10 WORLD CUP ITALIA '90

MASTERSYSTEM

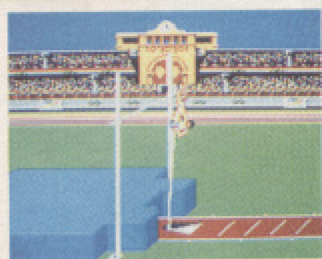
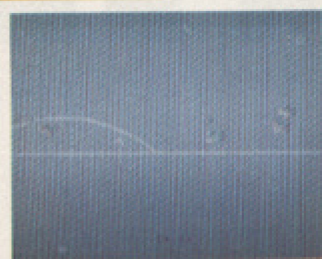
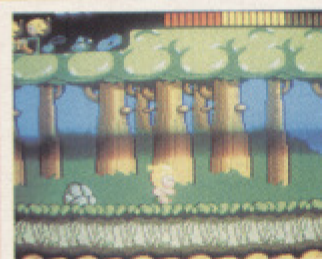


1	SONIC THE HEDGEHOG
2	OLYMPIC GOLD
3	ASTERIX
4	WIMBLEDON TENNIS
5	NINJA GAIDEN
6	ENDURO RACER
7	CHUCK ROCK
8	DONALD DUCK
9	SUPER KICK OFF
10	TEDDY BOY

Sonic the Hedgehog returns to the top of the charts, with only US Gold's Olympics tie-in threatening it at all in the sales stakes. Further on down the chart, it's a sad display indeed. Debacles in cartridge form include the likes of

GAME GEAR


1	OLYMPIC GOLD
2	SUPER KICK OFF
3	WONDERBOY III
4	MICKEY MOUSE
5	DONALD DUCK
6	WONDERBOY
7	SONIC THE HEDGEHOG
8	SUPER MONACO GP
9	G-LOC
10	SHINOBI

US Gold's top games, Olympic Gold and Super Kick Off still rule the roost as far as Game Gear titles are concerned. Further on down the charts, old games like Mickey Mouse, G-Loc and Shinobi still seem to be shifting the units. It's a funny

Streetfight



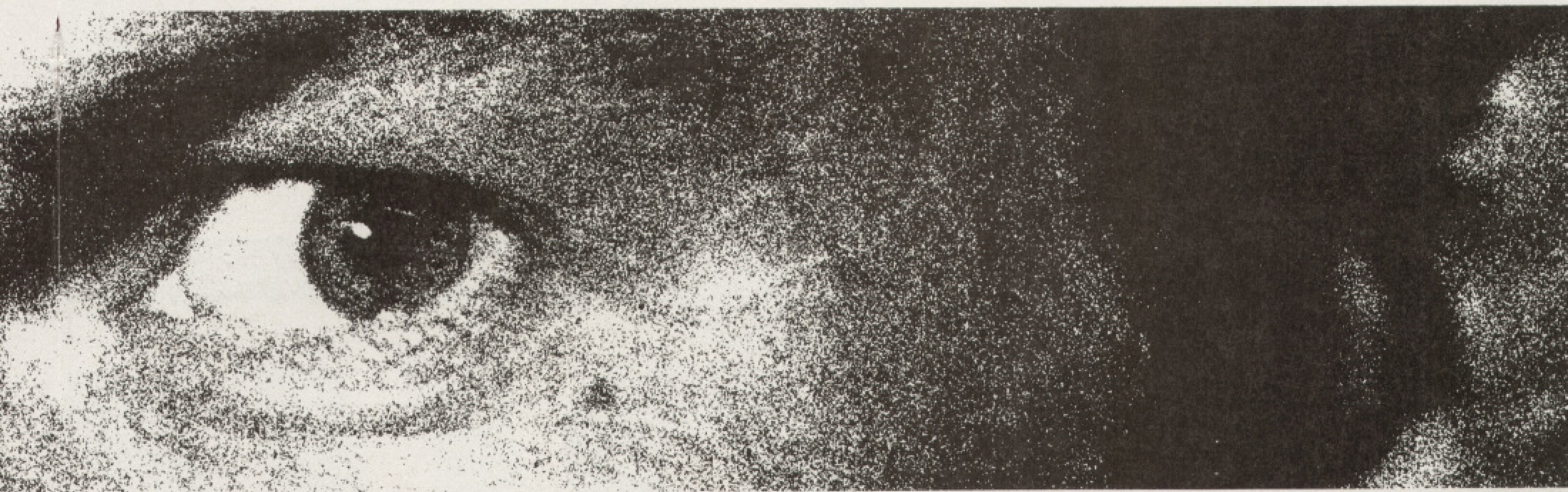
Sega owne dream on.



STREET FIGHTER II

If you want to play Streetfighter II, it's got to be Super Nintendo.

ter II.



ers...

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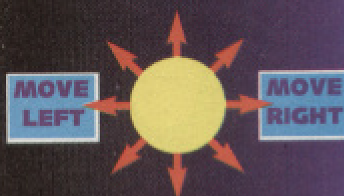
JOYPAD: 1
GAME DIFFICULTY: EASY
CONTINUES N/A
SKILL LEVELS 3
RESPONSIVENESS: OKAY

1ST DAY SCORE
750,000

ORIGIN

Aquatic games is the third title from Millennium featuring their secret agent fish - James Pond.

HOW TO CONTROL



A TURBO RUN-Gives James that extra boost.

B JUMP-Do you really need this explaining to you?

C TURBO RUN-Exactly the same as button A.

S START/PAUSE-If you want to pause then this is your button.

HOW TO PLAY

Aquatic games, featuring the secret agent fish - James Pond bears a close resemblance to many other sports games. Aquatic games is suposedly a parody of the genre.



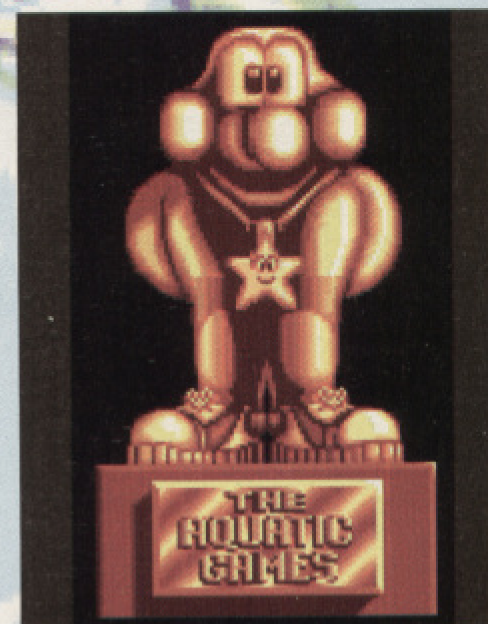
THE AQUA

James Pond - secret agent Robocod is not the fish he used to be. Once feared ocean-wide and licensed to gill, he led the most fintastic lifestyle imaginable. Sea-bedding the anenomes, overdoing it on the daphnia night after night - the world was his oyster. But such dissolute living does not go unpunished, gentle reader. The most dangerous scaled thing in brine was a laughable, belly-up has been, ready for processing into tasty breadcrumbed fingers.

With this prospect in mind, JP's superiors decided to give him a long break and a chance to take part in the demanding 'Aquatic Games' - the nearest thing to Fishlympics for fin-tailed sports fanatics. The games consists of eight distinct events, each with a salty flavour of its own. Though they may seem ridiculous to land creatures like you and I, each tests the stamina and reflex skills of the masters of the undersea kingdom.

Running, jumping, trampolining and uni-cycling, yes, a line-up of disciplines to rival our own beloved Olympics. Some, like the 100m splash need a quick spurt of power, others take a full four minutes of dazzling skill to steal gold. James Pond, as students of fish-y-onomy realise, is not physically suited to every event so he has assembled four teams of assorted sea-types to take part. The excitement mounts, can you handle it? Probably not since you've got fins, not fingers!

▼*Let's have a look at what you 'cod' have won...*



LEAP FROG

The final event. The frog in this case is called Fortesque and it is he who is at your disposal for this hurdle-esque event. The button bashing mode is revived once more to give you speed, while reflex skills are required to leap the electric eels which serve as hurdles. The occasional brine pool also hinders your 'phibious phlight for the tape. A deadline of 28 seconds is the max permitted.



LA ISLA BONUSA

In these snigger-lympics what else could give you even more laffs than a bonus game? Well here there are two, both offered at random points throughout the game. The first is a juggling jape, which stars a distinctive choccy-bickie character, desperately trying to juggle sea urchins on his hapless, featherless wings. The second is another button basher, a faultless replica of the Track and Field long Jump. Each bonus game is optional and comes at a cost - half a million points. These are recouped with bonus points, but only if you're good enough.



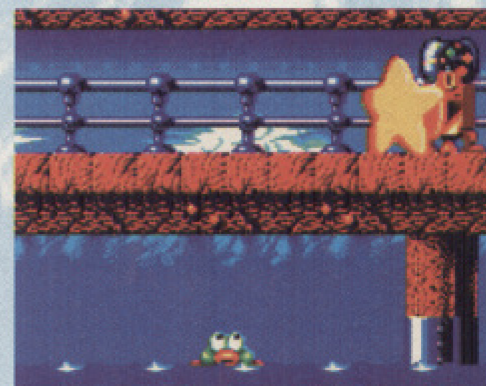
▶JUMP, JUMP. JAMES POND'LL MAKE YOU...



▲Allsorts of feeding time frivolity for Bertie'Bass'-ett

ONE/TWO-PLAYER

Up to four players are able to compete in the Aquatic Games. The computer calculates the score totals. All events are played by individual players in turn, so there is no head-to-head. This means that only one joypad is required in port one.



▲I've 'star-'ted so I'll 'fin-'ish

...TIC GAMES

COMMENT

Oh, how my sides still ache from the intense, never-ending laughter brought on by playing Aquatic Games. Not, alas, laughing at the sparse 'humorous' touches (a shark on a unicycle, oh tee hee), but rather at the laughably empty and bland events. Button-bashing went out with Combat School all those years ago, so why there is a sudden interest in resurrecting it is beyond me, especially as it yields no entertainment value whatsoever. It's commonly thought that games of this ilk improve when played in a group. True enough, the one player mode is shockingly dismal, but Aquatic Games is actually worse when there are three or four people playing it. Mostly because the fish-feeding and Kipper Watching events are so very, very dull to sit through for up to quarter of an hour before you finally get your go - surely it couldn't have been too hard to include a selectable events tournament option? Even then the simplistic and limited gameplay don't make the wait worthwhile. The programmers have attempted to liven things up with a few funnies, but these don't extend beyond the usual array of fish puns found in the first two James Pond games - fine in their place, but basing a whole game around them is the biggest joke of the lot. Pond fans may be tempted by the sight of their hero, but anyone with more sense than money should save their cash for Splash Gordon, the proper sequel to Robocod, which is out soon.





Kipper'n eye on the scoreboard

SHELL SHOOTING

The most complex of the Aquabatic Games, Shell Shooting involves catching clams and catapulting them at the red balloons suspended from the ceiling. The clams are released from machines at either end of the playing area. To collect them jump on the end of their shells and they flip into the air. Swiftly move under them and whip out your bowl. The clam should land in it, and another tap on the button shoots it skyward. Two other clam-types troll around as well. The green snot things are springy (like snot) and give you a jump boost to burst the balloons. The other species is a mechanical affair which electrocutes you on touch. Burst all the balloons within four minutes to qualify.





▶Bounce off the blue whelk at your peril.

REVIEW



COMMENT

I never found the James Pond malarkey that rib-tickling, and the thicker the jokes are laid on here, the shallower the actual game appears to be. Aquatics has provided some light relief in the office, but more for its shortcomings than its intended humour. Playing on your own I don't see this lasting the week. For a group of players it may offer better value, but even Olympic Gold seems to have more design thought than this. Why the clutch of overly long events? Four minutes on the Fish Feeding is a trial to undergo, and Kipper Watching is an excellent relaxant, all the way from alert to comatose before you're finally granted a pardon and allowed to finish. The still graphics looked good when previewed, and they still are the game's best feature, but many of the backdrops are bland and poorly-animated (Kipper Watching again) and show how understretched the Megadrive and programmers are with this game. I don't think "more events, please" would be an unreasonable request considering how easy most are to master. This is not as bad as it first boded to be, but will doubtless slip into the murky depths of undistinguished Megadrive games.



GUS

KIPPER WATCHING

Take the role of Ceceelia the seal for this trial of tedium. She has to protect her snoozing brethren as they lie on the beach, whilst hails of bouncing beach balls descend. A smack on the head wakes the slumbering seal, another hit drives it off. Lose two seals and the rest depart in protest. Your only means of defence is to jump up and head butt these offensive missiles out of harm's way, whilst grabbing the occasional angel fish that appears. Grab any threatening alarm clock which counts down - it wakes the entire party if it goes off! Survive four minutes, if you can, to qualify.



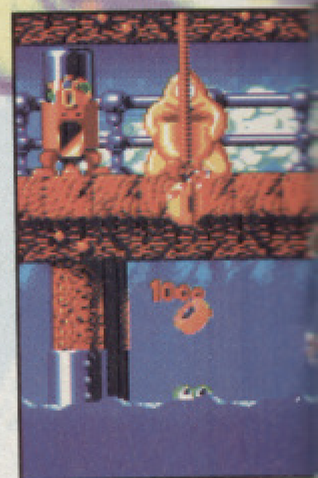
▲To sleep, perchance to bream!



▲Meet the cheery winners of the Aquatic games. Do they look like they've just been to a funeral or what!

TEAM SPIRIT

James P is supported by the Aquabats, the other team members who take part in some of the events. There are four teams to pick from, each has members of similar ability and, strangely, on screen they all look exactly the same. Be one of the 'Swamp Bay Splashers', led by Steve Clam; the 'Hilly Island Hoppers' with skipper Mickey O'Shell; 'Flappy's Flyers' dubiously captained by Flappy Macbeak; or the 'Deep Sea Dippers', who have Billy The Squid at the helm. Select one and revel in its poor-punning antics!



BOUNCY CASTLE

A chance for freestylers to step out with a four minute extravaganza on the sponge trampolines. James Pond himself shows his aerobatic skills by spinning backward and forward somersaults and spins. The event requires you to complete six each of the six combinations of moves, within the time limit. Extra style points are available for jumping between sponges and spinning the shells. A mysterious box offers a propellant bonus when landed on.





100 METRE SPLASH



▲Jimbo prepares to p-p-pick up a penguin. Yawn.

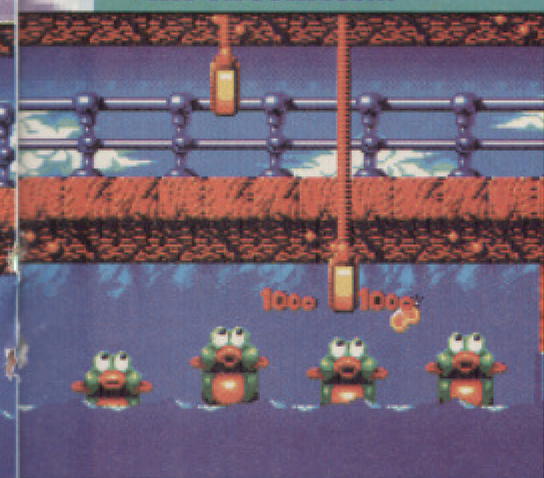
The first event is a button basher from hell. Hammering the A and B buttons increases your speed, shown as an increasing red bar on screen. The nippy Fortesque Frog is your pacer, beat him and your sure to qualify within the 17 second limit. Savour the enjoyment of blasting the bird out the water as you whirl past, or perhaps if you act more considerately he could be a help.



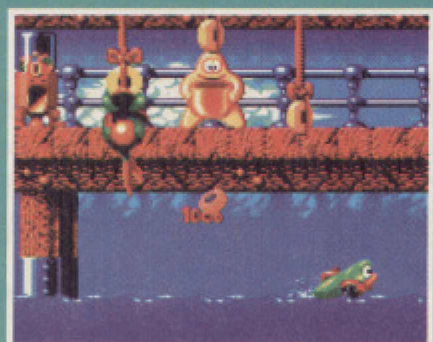
FEEDING TIME

More strained scenarios here as you operate the limbs of Freddie Starr and his fish-feeding antics. The fish are popping up from under the pier, attracted by the sweets lowered on fishermen's hooks . Fred's 'sporting challenge' is to satiate the fishes' sweet-toothed urges with his own supply of candies. They then subside into the water, uncaught. Your supply of sweetmeats must be replenished regularly from the vending machines on the pier. Lose two fish and the game is 'a bogey'. To qualify, simply last the four minute feeding frenzy.

▼His sweetness...

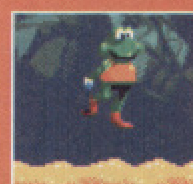


▼...Is their weakness.



HOP, SKIP AND JUMP

More pummelling delights here to score in the triple jump. This simple and short event comes in three stages. First the run up - gather as much speed as possible before jumping at the line. The second phase is the hop skip - still keep pressing those buttons to maintain power for the final lunge. Now an angle meter appears, rising towards the optimum 45 degrees. Pressing the jump button appropriately launches you to victory, and the sombreroed spectators.



▲HOP



▲SKIP

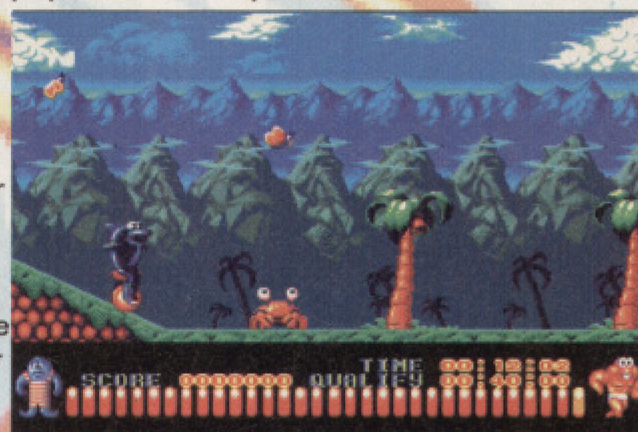


▲JUMP



TOUR DE GRASS

Awful punning title and all-round punishing event. The Tour de Grass is actually a quick one-way sprint on a unicycle. The fiendish control method involves rotating the joypad in a clockwise motion to imitate the 'cycling act'. All other realism is abandoned as the course takes you over pointy hills, jagged bumps and 'cute' rock bumps which slow you down. See it all within the 40 second allowance - or fail!



LONG TERM REPORT

HOUR	■■■■■
DAY	■■■■□
WEEK	■■□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN

STRATEGY	□□□□□
ACTION	□□□□□
CHALLENGE	■■■■□
REFLEXES	■■■■□

PRESENTATION 75

▲Up to four players and a practice mode.
▼You can't select events - a big oversight.

GRAPHICS 83

▲Brightly coloured, with some nice animated touches.
▼Nothing very innovative, and a feeling of flatness overall.

SOUND 72

▲Fishy tie-in tunes like 'Trout quintet'.
▼The poor arrangements might not draw any smiles, though.

PLAYABILTY 58

▲Multiple players make for communal torture.
▼Some events are boring, some frustrating - none are particularly fun to play.

LASTABILITY 58

▲The game records bests and there is room to improve performances.
▼Aquabatics reveals how shallow it is quite quickly, with not much to look forward to.

OVERALL 61

If Robocod was the fillet, this is the fish-head. Nothing compared to its predecessor, the Aquatic Games is a dull sports game with a few feeble puns thrown in for good measure



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Spaghetti



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Gottlieb

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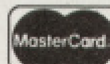
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COMET COMPO



As any clever dude knows, mega-retailer Comet has just launched a brand spanking new section in all its stores called the GamesMaster Zone - a big area dedicated purely to consoles where you can check out all the latest games, give 'em a good playtest and spend your wonga! And if you haven't been there yet, you need your head examined.

So what's that got to do with MEAN MACHINES? Well, Comet are so pleased with the success of the new section that they've decided to celebrate by giving away a humungous prize in this whopper competition. And we mean huuu-mungous! The winner of this veritable prize fest will win a telly, hi-fi, video cassette recorder and a console of his or her own choice (either a Megadrive or Super NES) for his or her bedroom. And there are also 100 runners-up prizes of special Comet GamesMaster discount cards.

What have you got to do to win this plethora of top-quality entertainment-related gadgetry? Well, we want you to design a poster to promote the Comet GamesMaster Zone using the MEAN MACHINES reviewer characters - the little men that appear with the reviewer's comments. The poster can either be funny, serious or totally wild 'n' wacky. Size doesn't matter (oo-er), and the picture can be full colour, painted with oils or presented in one-colour bic biro-o-vision. It's totally up to you. Let your imagination run riot. And don't worry if you're not the greatest artist in the world - it's the ideas we're after, not the execution of them.

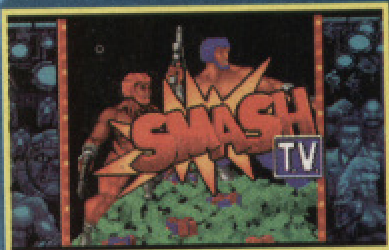
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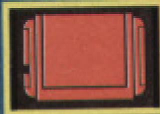
So pop down to your local Comet GamesMaster Zone, drink in the atmosphere to get yourself suitably inspired and get drawing. Once you've completed your poster, send it off to: MY POSTER IS BOUND TO WIN 'COS IT'S UTTERLY FAB COMP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is October 30th, so send your entries in before then or else...

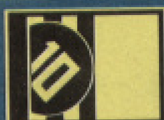
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REVIEW



1-2 PLAYERS





PRICE	£39.99
BY	FLYING EDGE
RELEASE	NOV

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: 1 (ON FIRST LEVEL) PLUS 4 FOR COMPLETING LEVEL 2
SKILL LEVELS: 1

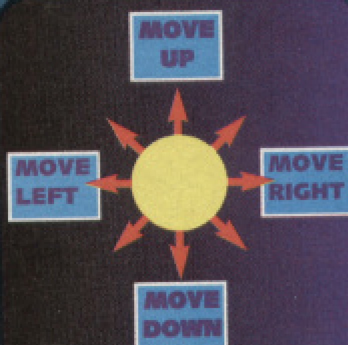
1ST DAY SCORE

745,000

ORIGIN

Arcade conversion of one of the most famous (and violent) arcade games of all time.

HOW TO CONTROL



- **A** Fire forward
- **B** Fire backwards
- **C** Lock aim.
- **S** Pause

HOW TO PLAY

Contestants enter a series of arenas, collecting prizes and blasting baddies in an attempt to become champion.

SMASH TV



Twenty-first century game shows eh? You've just survived one depraved and violent prime-time experience, like Wheel Of Decapitation or Winner Gets Killed, and along comes another with its promise of a cheap car or some garden furniture. Smash TV is the latest, and undoubtedly the greatest of the lot. The prizes up for grabs rank somewhat above your average cuddly candelabra, although if you lose you're more likely to get a lead-lined box than a cheque book and pen.

Yes, Smash TV is the all-shooting, all-exploding game show of tomorrow, where the contestant battles against hordes of armed clones with only his trusty machine gun to protect him.

The object of the game is to fight your way to the end of each level and destroy the giant guardian who waits there, whereupon you are rewarded with many prizes. Each level is composed of a series of single-screen rooms into which enemies pour. Once all the enemies in the room are dead, the player progresses onto the next and so it goes on. It's survival of the fittest on prime time TV and a new slant on the phrase your money or your life.



▲End of level laffs with the Mutoid .

KILL WITH POWER



▲Courageous contestant, Colin, demonstrates the spinning satellite. Ooyah!

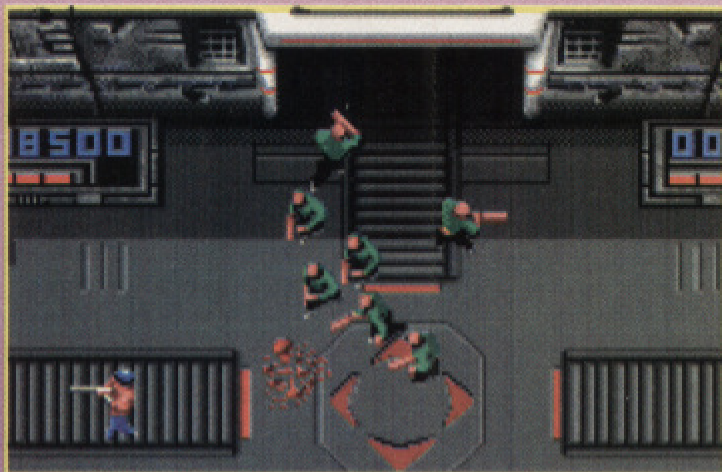


LONG TERM REPORT

HOUR	5/5
DAY	4/5
WEEK	2/5
MONTH	1/5
YEAR	0/5

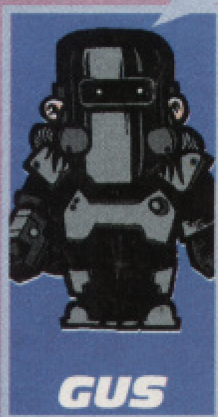
BREAKDOWN

STRATEGY	1/5
ACTION	4/5
CHALLENGE	4/5
REFLEXES	3/5



▲Bat -wielding skin-heeds in the area.
▼Another unfortunate enemy takes a trip to death central.





COMMENT

Once again Megadrive owners have to sit and watch their Super NES-owning counterparts enjoy a fabulous conversion of an arcade rave - Smash TV - long before they can. Now the balance is redressed, slightly. Smash TV on the Megadrive is not the disaster it is on the Master System, but doesn't scale the heights of the SNES version. Despite saying that, though, it isn't half bad and I've had quite a lot of fun playing it. The main components of any decent conversion - the look, structure and the feel are all there, and arcade fans will appreciate the similarities of the versions. The graphics are a reasonable, though lack finesse, and the sound is passable. The most important aspect, the gameplay, is perhaps the most fudged. There's plenty of action, but it's not frenetic enough for junkies tuned into its hell-bent arcade parent. This all sounds sort of wishy-washy roundabout average, doesn't it? That's about right, I suppose. Smash TV will be enjoyed by the average Megadrive player, but the thuggish mobs expecting a perfect conversion may feel like a riot.



To be candid a contestant isn't much use with the laser provided at the start of the show. That's why the producers of Smash TV show have left random power-up icons dotted about the studios. Such as:
SPREAD GUN: Sprays out a stream of plasma related death. Snarl.
CHAOS CANNON: Deals out high impact shells of explosive right into the heart of the enemy. Whazz!!
SATELLITE: Revolves around the planet 'contestant' in perpetual motion, doubling up firepower and increasing the body count. Die, scum, die!
GRENADES: These green explosive life savers take out tons of would be trouble makers in one go. Just you try it. Just you dare to even...
SUPER GRENADES: The mother of all grenades. Extremely powerful, Extre-e-emely nass-tee.



COMMENT

Smash TV owes much of its success to the instinctive, almost mindless method of gameplay required to progress through the levels. This Megadrive conversion is okay, but suffers because of its control system. The programmers have employed an awkward fire, reverse fire and lock alternative using the A, B and C buttons to replace the second joystick of the coin-op. This is very tricky to get used to and you find that more time is spent on trying to get the gun pointing in the right direction instead of concentrating on wasting the opposition. In a one-player show the option to use two pads works very well and recreates that intuitive feeling for mass destruction almost perfectly. However not everyone can take advantage of this option because not everyone has two pads to brag about. Also, in the two-player spectacle, there is no alternative but to do things the strange way. To make up for this the collision detection sometimes lets the contestant get away with the impossible. However players also find themselves blasting away at the enemy only to find that the first couple of shots have no effect. Very frustrating. I can't help feeling that Smash TV on the Megadrive should be much better than this. Certainly the animation of the bosses is a bit lacking, and the colours are a bit too bright to be really intimidating. Somehow the game just doesn't seem polished and isn't the excellent game that it could have been.

MATTHEW KELLY

The host of Smash TV would appear to have nicked much of his repertoire from the film Robocop. Phrases such as "I'd buy that for a dollar" and "I love it" to name but two. During the course of the show the hated MC provides such words of wit and if there's one thing the contestant becomes hell bent on achieving it's the demise of this tacky tormenter.

▼Didn't he do well! Some hosts have all the luck...



PRESENTATION 88

▲ Lengthy introduction screen sets the scene. There's the option to alter the control figuration.
▼The intro screen doesn't look too great and the options to alter the controls range from bad to worse.

GRAPHICS 88

▲ A close enough rendition of the arcade. Most of the sprites are nicely rendered and well animated.
▼ The bosses lack the impressive nature of their arcade counterparts.

SOUND 88

▲ The various gun samples and explosive effects are cool enough.
▼ A lot of the Arcade's speech is missing. The music has lost much of its appeal in translation to the Megadrive.

PLAYABILTY 88

▲ With two control pads you'd swear you were playing a decent conversion of the classic coin-op.
▼The alternative is very frustrating and ruins everything.

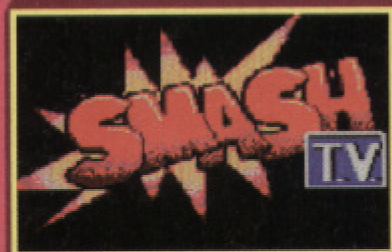
LASTABILITY 88

▲ Smash TV puts up quite a challenge...
▼...as long as you're prepared to stick with the awkward controls.

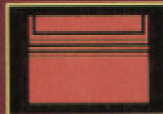
OVER ALL 88

A flawed conversion of a classic game. A sadly missed opportunity which could have been bettered by a few tweaks in the right places.

REVIEW



1-2 PLAYERS





PRICE £29.99

BY FLYING EDGE

RELEASE OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 1
REPONSIVESS: POOR
GAME DIFFICULTY:HARD

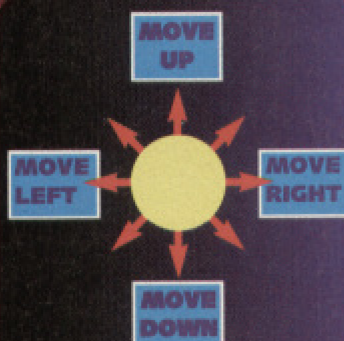
1ST DAY SCORE

20,000

ORIGIN

Smash TV originated as a mega-hit arcade game by Williams and was itself a souped-up version of the 1982 classic coin-op Robotron 2084.

HOW TO CONTROL



1 FIRE

2 FIRE

HOW TO PLAY

Enter a series of single screen arenas, blast everything that attacks you and pick up the extra weapons to help you stay alive.



Can you imagine life without Paul Daniels? Is it possible to envisage a world not graced by Michael Barrymore? And lovable 'uncle' Bob Monkhouse; is there meaning to an existence bereft of 'The $64,000 question'? Well frankly yes, there is. And life would be a hell of a lot better without all that garbage on TV but, wouldn't you know, it's popular!

And so game show popularity flowed on unabated into the next century and lo, the games became ever less intelligent and ever more physical until someone said "Hey, let's dump all the questions and make them kill to win". That is how Smash TV was born, combining the mayhem of 'The Word' and the prizes of 'Every second counts'. One or two contestants (Morris and his nephew Keith from Norwich in this case) don laser guns and a touch of make-up for the cameras and enter a series of arenas, with the sole intent of killing everything that moves and picking up all the toasters and cash strewn around.

The main snag in this murder-fest is the fact the TV company want to keep their costs down. They'll throw everything they've got at you - club wielding maniacs, exploding fatmen, even tanks - to stop you making it away with your gains. The only concession you have is the extra weapons they deign to offer you on a limited basis. But these only last a short time and soon it's time for your reckoning with the mega bosses at the end of each arena complex.

Every game show needs a host, and 'Bob' and 'Paul' have been dumped in favour of the slick 'Damian Green', great grandson of the legendary Hughie. he seems to be on your side, but he's one of those types who doesn't like the punters outshining the real star.

So strap up, power up, and wise up to the 'Fifteen to One' of the twenty-first century - that's the odds on you surviving...









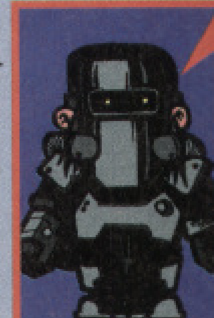
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LONG TERM REPORT	
HOUR	■■■■□
DAY	■■□□□
WEEK	■□□□□
MONTH	□□□□□
YEAR	□□□□□

B...WN	
	■□□□□
ACTION	■■■■□
CHALLENGE	■□□□□
REFLEXES	■■■■□

ONE/TWO PLAYER

The two-player option is a very important part of the fun that is Smash TV. On this version, the option of playing two players is set before the game begins. Both play simultaneously, and the aim is to work as a team. However, only one special weapon appears at any one time, so fighting over bonuses is as much a feature as cooperation.



RAD

ASH TV

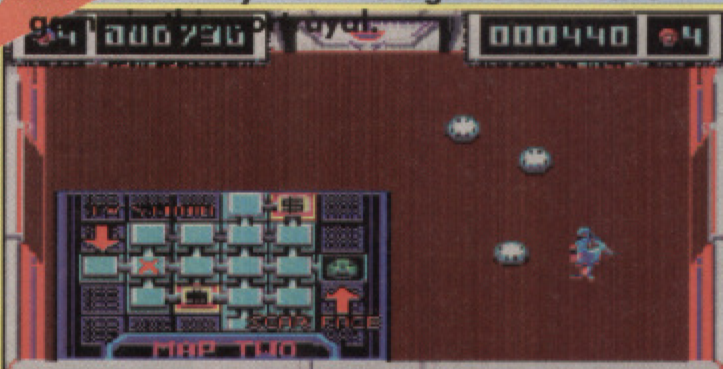
COMMENT

I loaded Smash TV up. Hmmm title screen looks just like the MD's. So does the intro. Hey maybe this is going to be - aaaaaargh it's terrible. Yes readers, a terrible shock. This isn't really Smash TV. Well, not 'Smash TV - the incredibly fun arcade game', or 'Smash TV - the reasonably presentable Megadrive game'. No, this is 'Smash TV - the hideous Master System travesty, crown prince of 8-bit atrocities.' The brilliant graphics and plethora of enemies of the original have been converted to a few jumpy sprites careening round a grey backdrop, endowed with the mysterious powers of teleportation that allow them to appear pretty much anywhere. The carefree programmers have decided to dispense with such dull rigours of collision detection, so feel free to die for no reason. The inability to portray more than eight sprites means the mass mayhem looks more like a mild fracas, leaving the gameplay completely unrecognisable and totally awful. Though all the levels of the original have been added, what's the point when it is ludicrously difficult and unfair, as well as innately tedious. The plea of hardware restrictions doesn't let it off the hook, though. Basic playability has been left out of the programming process, with weapons totally inadequate to the task. Even the inferiorities of the Master System allow a better conversion than this. The whole debacle is revolting and shambolic. Smash TV fans shouldn't be tempted because they won't recognise their fave game in this portrayal.

COMMENT

It would be so nice if this was one of those games where we could say that looks are deceiving. On the face of it the screenshots look pretty bad, and the game seems worse when you see the terribly-animated characters limping and flickering around the screen. Unfortunately looks are not deceiving. Smash TV looks bad, sounds bad and plays very badly indeed. The controls are unresponsive, and when they do respond most often send you in the wrong direction, lurching to your doom at the hands of another formless character. The control system itself isn't that bad in theory, but the practice is a different matter, with the gun not turning when you want it to or locking in the wrong direction and leading to many a frustrating death. Master System Smash TV also features staggeringly few enemies on screen at a time, and seeing as the piles of bodies to blast was the major attraction of the coin-op this makes a mockery of the title. If wobbling-around-a-bland-background-occasionally-killing-a-single-club-wielding-thug-then-dying-without-being-hit-thanks-to-hopeless-collision-detection is your bag, Master System Smash TV is for you, you sad case.









TROUBLE WITH THE BOSS

There are 3 levels of Smash TV, each ending with a massive cybernetic monster to subdue and vanquish. A level is made up of a network of separate arenas connected by corridors. You get to view a map of each level, with the bosses position marked, after completing the first arena. On the first level the frightsome Mutoid Man rolls out on tank tracks, shooting from his laser-eyes. On level two Scarface fires globules of death from his hideous dial. Hit him enough times to reveal his unattractive skull features. The third boss emerges from the sandy floor of the next level - a grotesque serpent who needs multiple hits to his towering head. Finally, after a quick skip through some heavily defended rooms you face Damian Green, the host himself, depicted in his true bio-mechanical finery. Decline his invitation to eat eyeball, instead give him a facefull.

PRESENTATION

▲Two player option, nice wee bit of 'front end'
▼Players can't 'join in anytime'. No dual controller option

88

GRAPHICS

▲Nice logos and reasonable title screen
▼Grotty sprites, grotty animation, grotty colours. Consistency at least!

88

SOUND

▲The game's best feature. A listenable version of the game tunes
▼Sadly the speech has to be omitted, but they show his mouth moving as token compensation

88

PLAYABILTY

▲The game's legendary simplicity means there's no taxing rules and keys to learn
▼There's more fun to be had playing with flat mammals on the roadside

88

LASTABILITY

▲The difficulty level sets you a challenge as tough as old boots
▼What do we do with old boots - "to the bin with yer"

88

OVER ALL

88

A ghastly conversion that fails on every level to capture even the merest hint of the brilliance of the coin-op. Avoid it at all costs unless you're a sad masochist out to waste your cash.

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OPTIONS

CONTROL: JOY PAD
CONTINUES:INFINITE
SKILL LEVELS: NONE
REPONSIVESS: GOOD
GAME DIFFICULTY:HARD

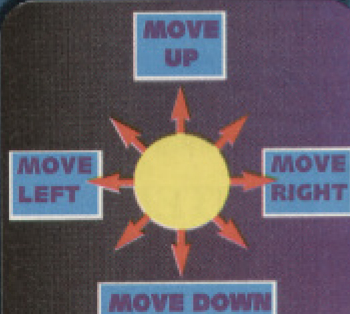
1ST DAY SCORE

FINISH THREE LEVELS

ORIGIN

Originally out on Amiga and PC, Prince of Persia has been converted to just about every computer and console format going!

HOW TO CONTROL



A Makes the Prince hang on to ledges. When in combat it makes him swipe with his sword.

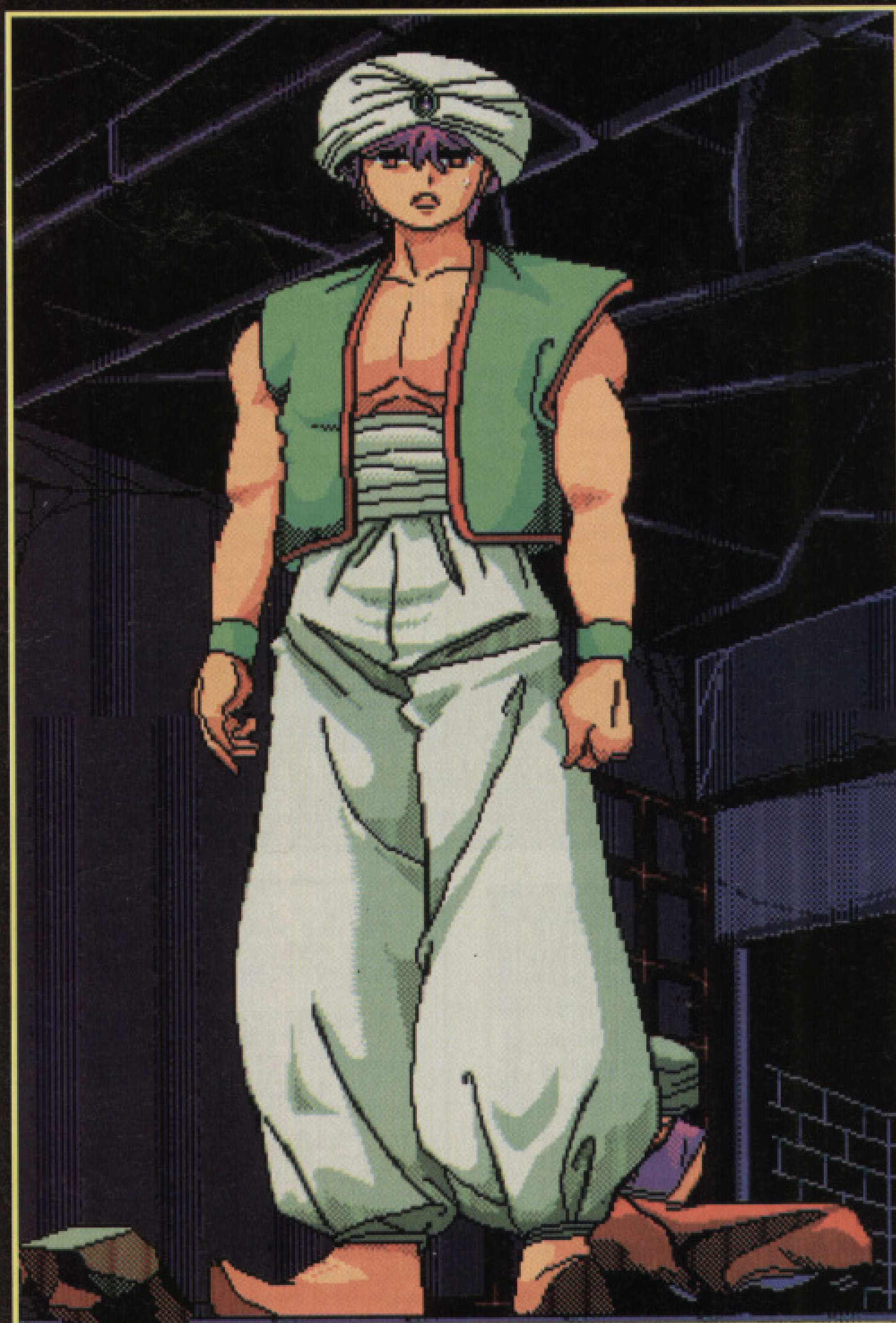
B In combat it is a blocking move. Otherwise it acts as a climbing button.

C In combat it is a sword swipe in the opposite direction to the A button.

S This pauses the game and brings up the options screen.

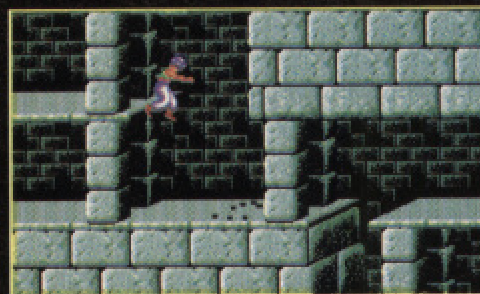
HOW TO PLAY

Guide the Prince through twelve platform levels in his attempt to find Jaffar and rescue the Princess. This involves much swordplay and making his way through a maze of traps in order to get to the next level.



▲*He's theero of the hour. Shame about the shoes, though...*

Who'd trust a politician? Unfortunately the Sultan of Persia did, and now he's looking at some big problems. While the Sultan is away victimising his people, his Prime Minister Jaffar has seized power, in spite of opposition from the Sultan's adoring citizens. To make his coup bona fide, Jaffar now plans to marry the Sultan's beautiful daughter (she wouldn't be an old boiler would she!) and assume her birthright.



It's at this point that the boyfriend turns up to save her, only to get caught and locked up by the evil PM. Fortunately all is not lost, and before you can chant aggressively "Jaffar! Jaffar! The girlfriend snatcher!", the Prince (who doesn't actually have a name, but you can call him Keith if you like) is back on the trail of the the evil Jaffar.

Beginning in the dungeon, the Prince must make his way through twelve levels, finding a sword, tackling Jaffar's henchmen and avoiding fatal traps. The Persian's struggle is made all the more hectic by the fact that he has only an hour in which to rescue the Princess before she gets hitched. So unless he wants to suffer a tedious best man's speech, cheap plonk and an empire sunk in to totalitarian darkness, it's pretty essential that he makes it to the church on time!

Because our Persian hero is obviously going to come up against some of Jaffar's unfriendly sword-wielding minions, he needs to get his mitts on a sword of his own if he is to avoid being reduced to slices! The first level is therefore devoted to hunting down the sword. Once the Prince has his hands on it he tackles the guard that stands between him and the second level. Easy!

Whip out your sword and tickle the enemy's guts!. ▶



Our Persian chum is quite a Bob Beamon when it comes to jumping. Leaping from a static position he is able to cross most gaps, but for longer chasms he needs to take a run up. Getting a running jump right requires a good sense of judgment in order to save our turbanned hero from a deadly plunge.

Leap great chasms and don't pull a hamstring! ▶

REFRESHERS

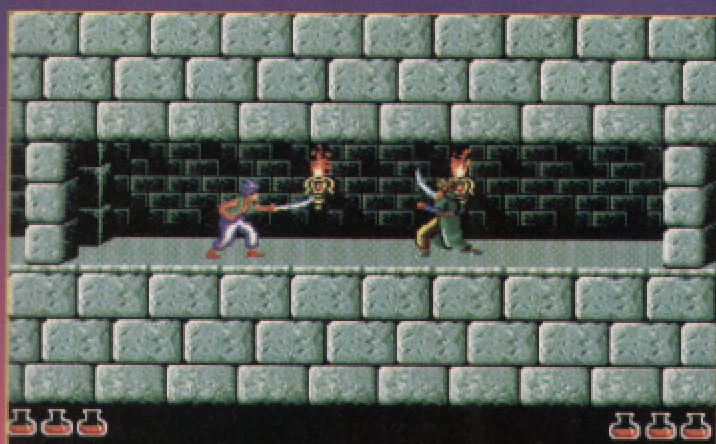
Like any normal human being, Princey boy gets tired with all his climbing, leaping and slashing. Luckily for him, there are bottles of energy rejuvenating liquid for him to quaff on his journey. Should he find a large vial of liquid, the Prince is be given a further life bottle. He starts with three. Beware of bottles with different coloured steam though because they take away life rather than supply it.



OF PERSIA



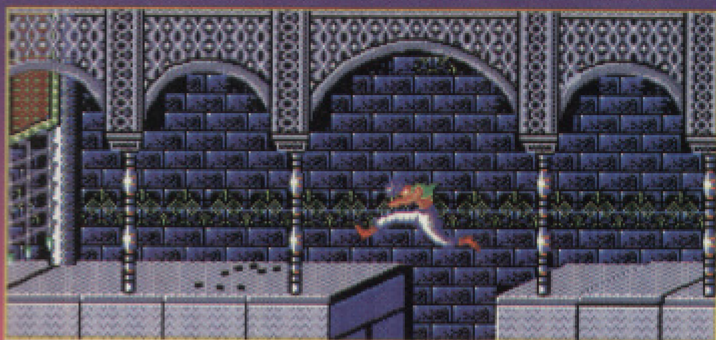
SWORD SEARCH



CLIMBING

Climbing up and down platforms is something the Prince does a lot of in this game. To achieve this, press up or down on the directional pad. Just to hang on though, use the A button. If the Prince is falling through the air keep your finger down on the A button and he might just grab a ledge. Who knows?

JUMPING



COMMENT

It was only a matter of time before Prince of Persia appeared on the Mega CD, but unfortunately it doesn't generate the excitement it should. Sure, the famous animation is perfectly reproduced, but it really gets in the way. You want to jump when you hit the button, not sit there watching the Prince prance about like a cabaret tap dancer for half an hour. The rest of the graphics are truly uninspiring, they wouldn't cause a stir on a regular Megadrive cart, let alone a CD. The gameplay is still as challenging as ever, although that has quite a bit to do with the awkward control method, and with all that memory it couldn't have been to hard to put in a few more levels. Prince of Persia really seems like a bit of a rush job, and as such it loses a lot of the appeal the other versions have. There aren't that many great CD games, so if you've got a unit and you're desperate for some new software give it a look, but don't expect too much.



TIP TOE

This is really a precision move, allowing you to position the Prince right on the edge of a platform to prepare for a jump, or to climb down or up. It is also useful in wary situations, like moving from one screen to another, or making his way through deadly spike traps when caution is the order



▲ *Sper-laaaaaaaaat!*



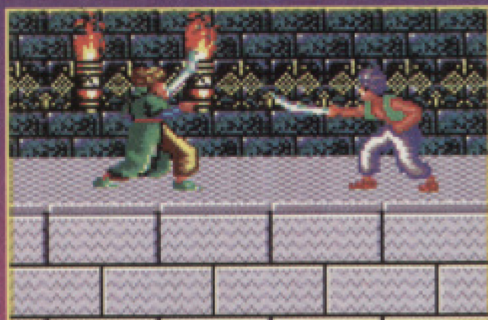
▲ *A large shaft right up the jacksie. Ouch!*



◄ *That's the Princess. Save her from the dirty old man...*

REVIEW

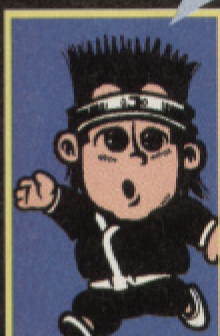
DUEL RULES



During his journeys, the Prince inevitably bumps into some rather nasty fellows. It is at moments like these that good control over your sword is a must. The A and C buttons slash to the right and left and the B button blocks attacks. The guards that turn up early in the game are pretty stupid and easily disposed of, but later levels introduce tougher opponents, and it is here that good attacking and defending skills really pay off.



▲ *Tread carefully or die!*



JAZ

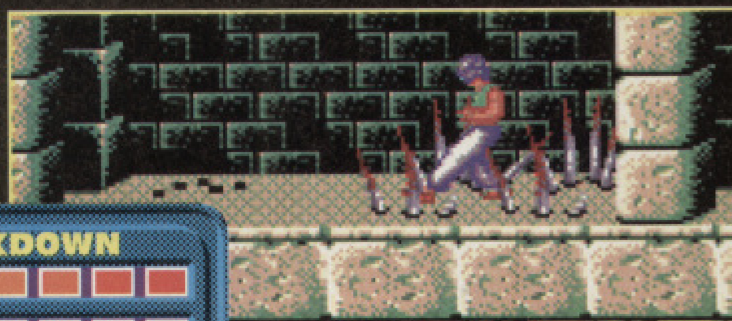


◀ *Hello. Look at my entrails,*

Ooyah! Eek! Yonks! Wowzer! ▶

COMMENT

Prince of Persia has undergone so many conversions, I wouldn't be surprised to see it turning up on watches and pocket calculators. The reason it proves so popular is that it is one of those definitive games that sets standards rather than follows them. The animation is renowned as some of the most fluid and realistic you'll find on any games system. Here the Mega CD doesn't fail to impress, with the Prince's movements when climbing and running looking totally convincing. Graphically the Mega CD conversion is disappointing. In spite of its vast memory it fails to produce graphics that would look particularly impressive on the Megadrive. There is little variety in the backdrops either. The game's control method has always taken a bit of getting used to, but for some reason the controls are especially awkward here. Even though I got used to them it remained a frustration with moves failing to come off now and then causing unavoidable death or injury. Prince of Persia remains a very challenging game on the Mega CD, but I felt that there was the potential for more than twelve levels. What these criticisms really mean is that while this is another pretty good conversion of the game it could have been substantially better on the Mega CD. The most impressive aspects of this conversion are the sound, which faithfully reproduces the familiar tunes, and the title sequence which provides an epic opening to the game and includes some brilliantly realistic speech - if I could only understand it. To sum up, Prince of Persia is good... but not that good.



LONG TERM REPORT

- HOUR
- DAY
- WEEK
- MONTH
- YEAR

BREAKDOWN

- STRATEGY
- ACTION
- CHALLENGE
- REFLEXES

▲ *Oooo. He's here again. The man with the towel on his head.*

PRESENTATION 85

▲ Epic opening sequence and plenty of options
▼ Frustrating restart points

GRAPHICS 74

▲ Excellent animation
▼ Uninspiring graphics, with samey backdrops

SOUND 82

▲ Atmospheric music and realistically reproduced speech
▼ Low on sound effects though

PLAYABILTY 70

▲ Good range of moves with good response.
▼ Awkward control method

LASTABILITY 75

▲ Twelve challenging levels
▼ Frustrating controls are perturbing though

OVERALL 72

While this is another good conversion of what is, to a lot of people, a very good game, the programmers have failed to fully utilise the memory at their disposal, leaving Mega CD Prince of Persia more like an okay Megadrive game.

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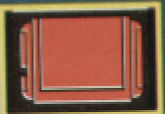
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1-2 PLAYERS





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OPTIONS

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GAME DIFFICULTY: MEDIUM
CONTINUES: N/A
SKILL LEVELS: ONE
RESPONSIVENESS: SLICK

1ST DAY SCORE

THREE GOALS

ORIGIN

Based upon the popular sport of Ice Hockey, NHLPA Hockey was preceded by Electronic Arts' own NHL hockey release in 1991.

HOW TO CONTROL

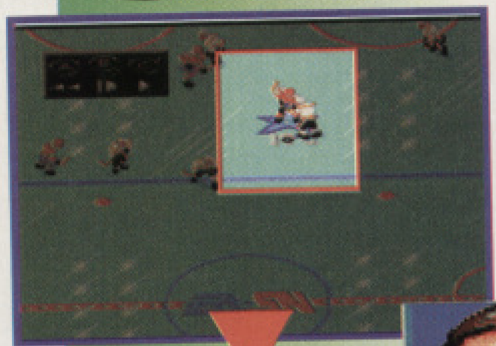


- **A** Changes lines, holds/hooks
- **B** Passes puck, poke/trip, body punch (during fight)
- **C** Body check, wrist shot, head punch (during fight)
- **S** Pause

HOW TO PLAY

All the rules of Ice Hockey apply, but offsides and penalties can be turned on or off. The simple aim is to score goals - so get skating.

SHOT!











▲ ***Pittsburgh unleash a merciless attack on Washington's shambling defense.***



Hit the ice! Hit your opponent! Hit Anything! Welcome to America's most popular spectator sport, Ice Hockey, and the newest addition to Sega's rapidly expanding range of Hockey sims, NHLPA Hockey '93.

Yes indeed, EA Hockey is back and out for blood in no uncertain terms. If you were ever under the impression that hockey was a pleasant game played by public school girls, think again. It doesn't take long to realise that the sub-zero version of the game has little in common with its grassy relative. The black sheep of the family, so to speak. In a game where serious penalties are common place suspicions about the sanity of its participants are readily understood. The inevitable carnage, that only results from such a loose code of conduct, is ably portrayed in the latest product from the masters of sports simulations, Electronic Arts. Can you handle it?





SHOUT IT OUT LOUD

One of the many new features in NHLPA Hockey is the Crowd Analysis screen. This highly unnecessary but entertaining feature displays the decibel level achieved by the crowd's cheering. If you are at all interested these stats include the current decibel level, the average decibel level and the highest decibel level since the opening Face Off. Yawn.

NHL[P] HOCK[EY]

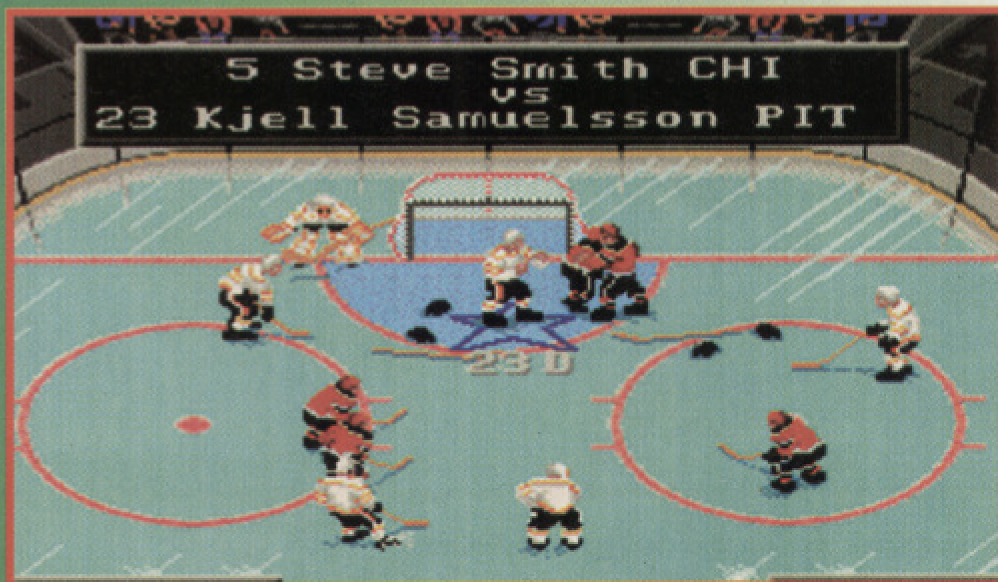




RED, WHITE AND BLUE.

The sick minds of the Park Place graphics department have introduced scenes of graphic horror to NHLPA hockey '93. For instance, a swift stick to the head reduces the recipient to a sprawling wreck, seeping blood over the cold, cold ice. Eeyurrggh!







▲ *Out of the way boys! I'm comin' thru!*



PA
EY 93

COMMENT

Electronic Arts have done it once more. They've produced an incredible ice hockey game with great gameplay and faultless presentation. Again! Is there anyone out there who needs a replacement for the original EA hockey though? I doubt it. Yes, the animation is smoother. Yes, the sound effects are much better and yes, EA have managed to cram in as many statistics and options as possible. Yet why bother devoting so much time to producing a substitute for a game that is already satisfying the thousands of people who bought it in the first place? Once again it's time to say, in the tradition of John Madden's Football and Bulls vs Lakers, that if you don't have the original, get this one. NHLPA Hockey is brilliant. So is EA Hockey. Electronic Arts haven't exactly wasted their time with this, but they could have used the time better by coming up with something we haven't already seen. What would happen if every software house started doing this kind of thing? C'mon EA!









REVIEW





▲ OK boys I want a clean fight...

HOOK ME!

Should you manage to trip your opponent the results is quite spectacular. A mere hook of the stick sends the hapless victim flying head over heels, in a hugely degrading show of a sad acrobatic ineptitude.



▲ A Slapshot to the face sends Washington's finest flying.



▲ Oh Mario, Mario. We're not worthy!

ORGAN GRINDER

For your entertainment a musician of limited talent plays the occasional dreadful rendition from a selection of equally nerve-twisting tunes on something resembling the sounds of a Hammond organ. Such anti-melodies become increasingly annoying if you're losing but are a veritable bucket of salt to rub into the wounds of a loser should you find yourself wearing the winner's trousers.

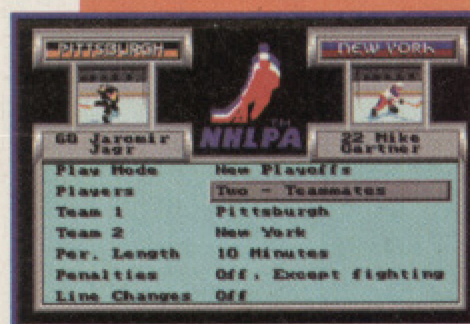
WASHINGTON

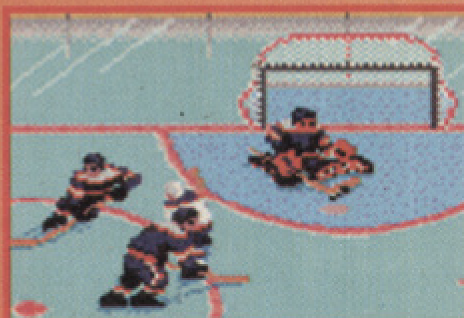
TEAM ROSTER

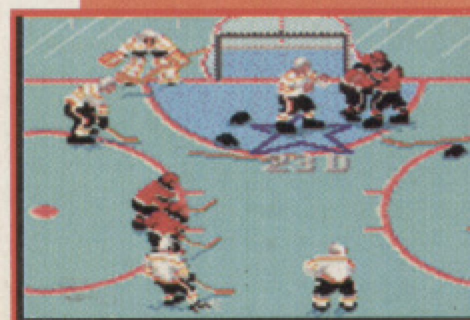
↑ Scoring 1 ↓ ←Shot Accuracy→

Pos.	Player	Rating
LD	4 Kevin Hatcher	46
RD	3 Sylvain Cote	46
LW	10 Kelly Miller	46
C	17 Mike Ridley	100
RW	22 Dino Ciccarelli	66

▲ The Team.







LONG TERM REPORT
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BREAKDOWN
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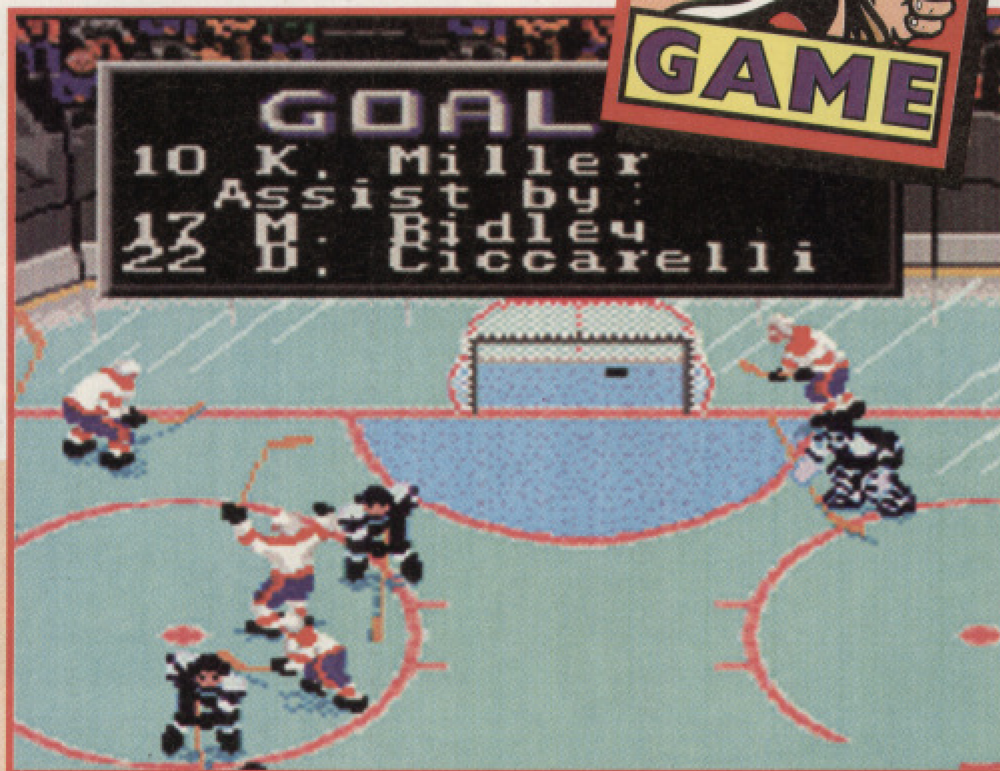




▲ *Gretzky gets his!*



MEGA GAME

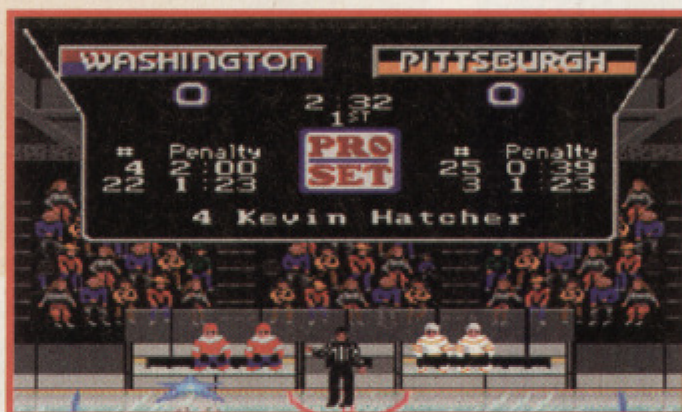


▲ *Think that's clever do you? Stitch this...*

COMMENT

The Megadrive is at its best when handling games like this, and the follow-up to EA Hockey is another example to support that view. This particular product of clever programming is as much a game of humour as it is one of hockey action. The violent nature of ice-hockey is hyped up here, with the sampled groans and the graphic sprawling of the hapless sprites. The tacky atmosphere is well preserved with the crowd noise and deliberately awful music. But don't forget this is a serious game, with a challenging computer opponent, and serious options. To owners of the first, and ace EA Hockey, I would say "keep your cash", since the two are very similar, but to anyone uninitiated in puck-related antics - Get!





▲ *OK, Fingers on the buzzers...*

PRESENTATION 97

▲ The presentation is well suited to the game and, as such, is as near to perfect as you're going to get.

GRAPHICS 91

▲ Noticeably better than the graphics in NHL Hockey, which means a bit smart, supported by faultless introduction and intermission screens.

SOUND 89

▲ Nice music, excellent sampled sound effects.

▼ Some of the speech is a bit gravelly.

LASTABILITY 95

▲ Like EA Hockey, there's plenty to keep you going. Even after the computer fails to impress, there's still the two-player option.

PLAYABILTY 90

▲ Playable to the extreme, especially with two players. The computer opponent is more intelligent than in the original.

▼ Getting used to the inertia's a bit tricky.

OVERALL 90

A brilliant hockey simulation that contains everything an avid fan of the sport could wish for and then some. The problem is that EA Hockey does exactly the same job, minus the stats!

SONIC THE HE

After selling more Megadrive cartridges than any other in the history of the machine, Sonic the Hedgehog is back! Yes, once again, the megalomaniac, Doctor Robotnik is planning to take over the entire world, and only a certain blue, spiky hedgehog character (and his cute little chum) stand in the way!

At first glance, Sonic the Hedgehog II looks and plays extremely similarly to the original game. Of course, it is a platform game and the control method for Sonic seems almost unchanged from the original. The aim of each level is still to collect rings and make your way towards the exit, jumping over or squashing any of Robotnik's minions. A lot of these enemy sprites too seem to be almost unchanged from the original game.

However, Sega's aim in creating Sonic II is a case of attempting to improve on the original by cramming in new features, new levels, more speed (believe it or not!) and more gameplay. The Sonic Team, responsible for this and the original game, also reckon they have cracked the problem of the game being too easy.

From what we've seen, Sonic II looks like being the hottest Megadrive release this year with some of the most amazing graphics ever seen on the console! Look out for the definitive Sonic II review, gracing the pages of next month's MEAN MACHINES SEGA!

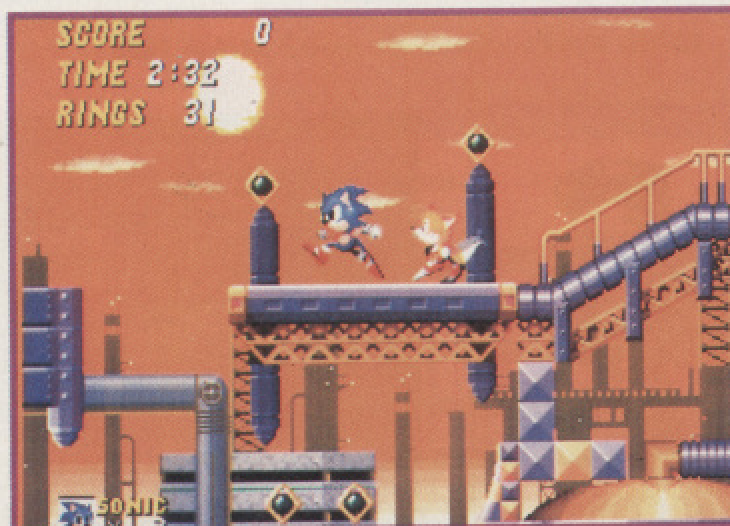
INTRODUCING... TAILS!

Sonic II introduces a new chum for Sonic to muck around with. Tails is his name and he's a kind of fox-like creatures with two tails! Sonic the Hedgehog II is a one or two-player game. In two-player mode, the screen splits into two and one player adopts the mantle of Tails while the other takes Sonic for a spin. Tails makes an appearance in one-player mode as well. At the moment, Sega Europe aren't sure whether Tails is under player control or whether he leads a life of his own. At the moment, he's capable of stealing rings from you, making him as much of a pain as a useful companion!

TWO-PLAYER REVELATIONS

Setting it apart completely from the Super NES's Super Mario Bros IV, Sonic II offers split-screen two-player excitement. The normal Megadrive screen height is 224 lines of pixels. In two-player mode, the screen is expanded vertically to accommodate 448 lines (in essence, two screens). This means that no detail is lost at all. However, technically amazing as it may be, it looks kind of odd. Each of the screens look very squashed because no similar compaction is taking place horizontally. The current version of Sonic II only has a demo running of this particular section, so we can't comment on the gameplay. Let's hope that Tails and Sonic are actually able to interact with each other to solve puzzles and defeat the bosses!





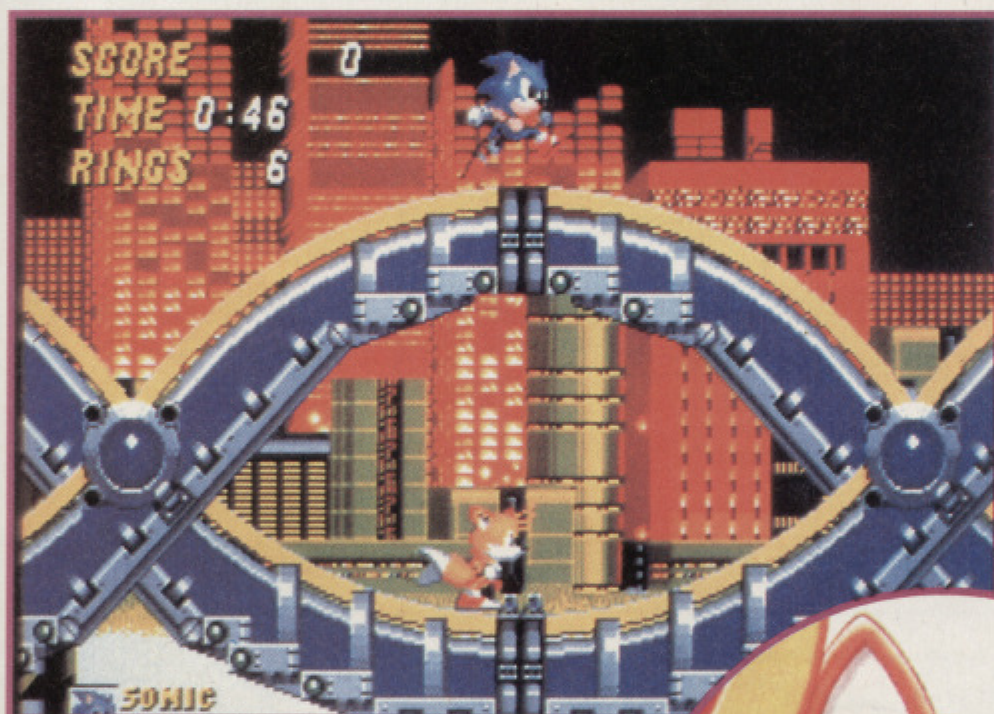
▲ Sonic explores one of the many scrolling levels that make up the playing area. Exciting eh?



▲ Here's a shot straight from level one of Sonic the Hedgehog II. This twisting platform is one the many additions that have made it into the sequel. Plenty more await, but you're gonna have to wait until we review it to find out more (or check out the mega

IC 2 DGEHOG

TAILS

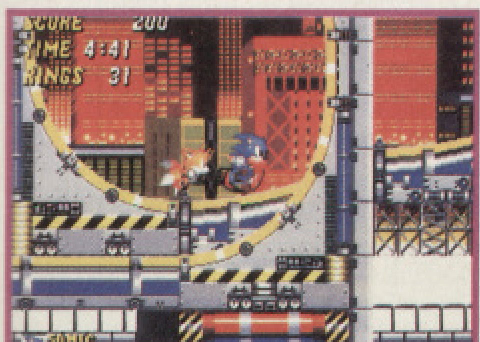








▲ Tails "nudges his way in" to the title screen of Sonic II. Hurrah!





▲ When we saw the game, this graphically stunning level was the fourth: "Hidden Palace". Looks amazing eh? You should see it play!



SONIC THE HEDGEHOG SUPER-SPIN!

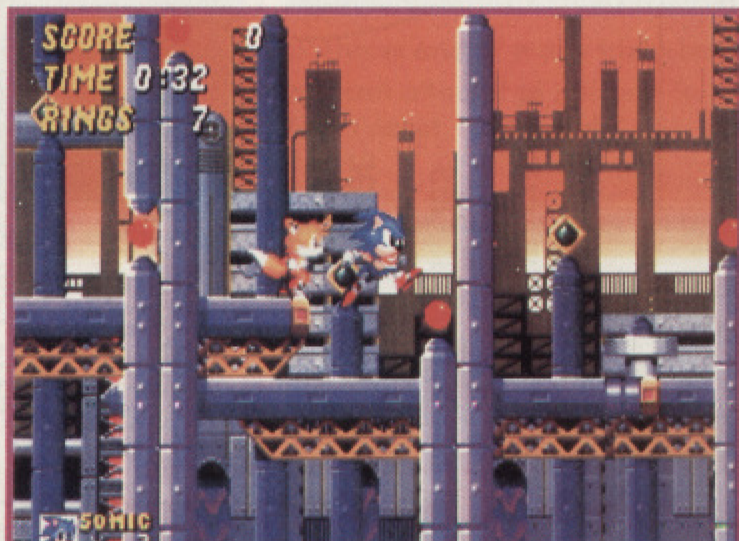
A new move has been added to Sonic's speedy repertoire. Pressing down and pressing the spin button causes Sonic to "rev-up"! Let go of the button and he zooms away at top speed, allowing him to get past some of the trickier hazards. Hurrah!

MEGA CD SONIC UPDATE

Sonic II is heading for the Mega CD in the form of an enhanced version called Super Sonic. This game crams in everything found in the cartridge game, but includes CD-quality soundtracks and some extra features. These "extra features" may include some of the levels that may have to be left out of the cartridge version! Sega don't plan to include this game as part of a bundle package with the Mega CD. One of their ideas is to include a demo CD with the hardware that features playable demos of forthcoming Mega CD games - including Super Sonic! The Mega CD itself is still pencilled in for a November release. When we learn more, we'll pass it on to you.



▲ Sonic and Tails leg it around the amazingly pretty industrial area of Sonic the Hedgehog II. Plenty of high speed action abounds, as you'll see on the cover-mounted video of the game!



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Super High Impact

BY: MIDWAY

1-2 PLAYERS





PRICE £35.00

RELEASE OUT NOW









Just as we went to press, we received a grey import copy of Super High Impact. If you didn't know, it's an all-new American Football game for the Megadrive, boasting all the fun and excitement of the original game (well, that's the general idea any way).

It's got a pseudo-3D perspective and a horizontally-scrolling play area, making it look for all the world like Joe Montana Football II. Just like that game there's also plenty of sampled speech to spice up the proceedings as well. Adding to the game's appeal, there are a whole host of different strategic plays to try out on each "down".

First impressions of the game aren't exactly promising so it looks as though John Madden '92 still reigns supreme in the American Football stakes. Still, we'll be giving you the complete lowdown on the game in the very next issue of this magazine. In the meantime, examine these fetching screenshots.

SIDE POCKET

Data East have just released the first Pool simulation for the Megadrive. Called Side Pocket, it boasts all of the ball-potting excitement you could ever want from a Megadrive game (sort of). The game is displayed from above in glorious 2D and plays very similarly to the original Gameboy version. You line up your shot using a special white line that apparently predicts where the ball will go after the ricochet (which it doesn't seem to do very well). After that, you simply apply the power and the spin and your shot is away. The aim is to pot all of your balls before you run out of shots (as it were).

All of the normal Pool rules apply, and there are plenty of options to wade through. There is even a trick shot option, where you can practice some of those incredibly unlikely shots for your fun and delectation. The presentation scores pretty highly too (if you're very sexist), with some attractive young ladies adorning each and every screen which should go down well with "members" of the do-it-yourself brigade.

But just how well does this game play? A good question, and one that is answered within the pages of the next issue of MEAN MACHINES.

BY: DATA EAST

PRICE £35.00

RELEASE OUT NOW



▲ The opening screen on the one-player version of Side Pocket. The white line is used to line up your shot, and also helps to predict where the cue ball travels when you rebound it off one of the cushions. Pressing the B button enables you to view the value of each ball. Very useful indeed in this game.



▲ This is one of many trick shots you can attempt to perform in Side Pocket. Exciting eh?



PREVIEW

BY: RENEGADE

1 PLAYERS

PRICE £35.00

RELEASE OUT NOW

Gods is a Megadrive conversion of the massively successful Amiga game released by Renegade Software many months ago. It's basically a platform game, with you playing the role of a musclebound hero out to save the world from some unspeakable evil. Your job is to take on just about every denizen of darkness that the forces of evil can call upon. Luckily, making the job is easier are the masses of top-notch weapons you can buy to improve your death-dealing skills.

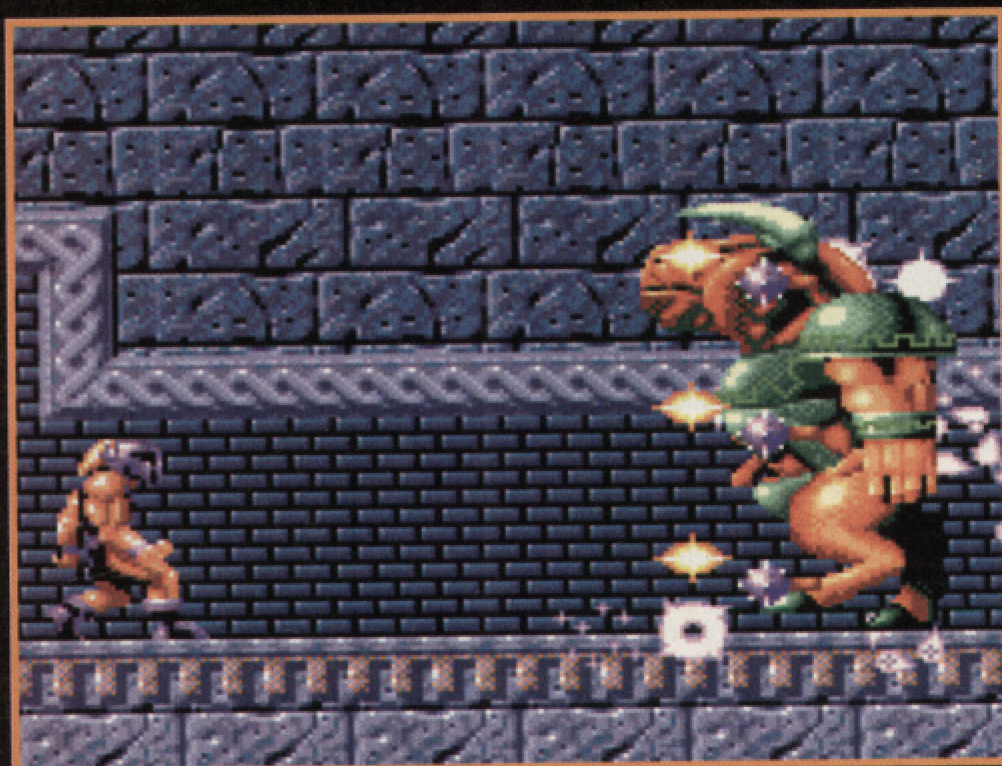
Gods looks like being an excellent Megadrive game. Unlike the majority of Amiga games that hit Sega's 16-bit console, it isn't a direct port-over. Renegade have enlisted the programming skill of coding legends Graftgold to carry out the conversion work. The result is a game that looks great and actually uses the Megadrive's custom hardware to produce a game that sounds better and moves a lot faster than the Amiga original.

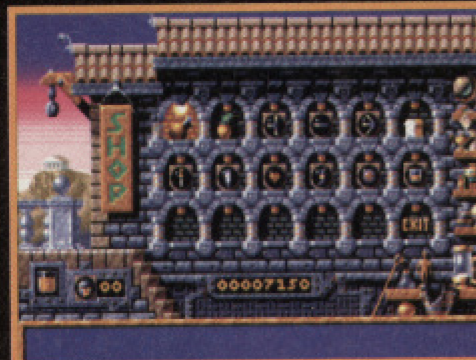
The bad news is that Sega Europe do not want to release the game officially over here (doh!) which does seem odd coming the same company that quite happily released the likes of Turbo Outrun and Super Hydlide. Still, if you want to get hold of it, the game is being released by Sega in America and Japan so you should have no problem getting hold of an import copy of the game.

Whatever happens, rest assured that MEAN MACHINES is reviewing the game as we speak and this very review is featured in the next issue of the magazine. Hurrah!

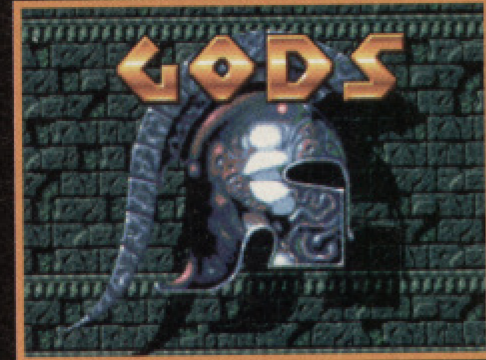


GODS









▲ A selection of shots shows some of the tasty action to be enjoyed in Gods. The top-left screen is the shopping area of Gods. Here you can buy all manner of topper weapons and power-ups for use in the game. Look out for magical axes, missiles, daggers and morning stars!

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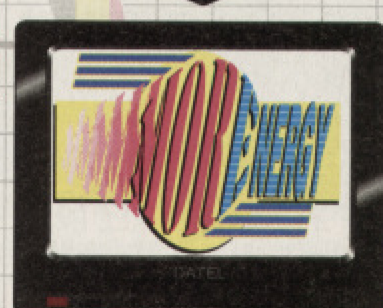
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SUPERM[AN]

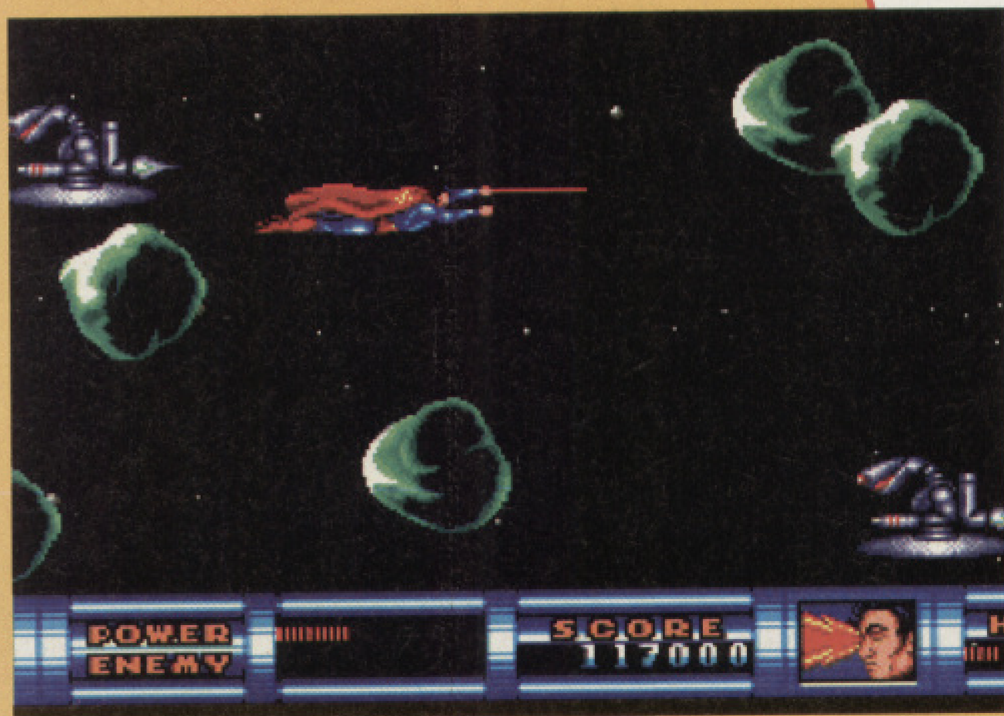
Oh no! Ace reporter, Lois Lane, out of town in search of that elusive exclusive, has been kidnapped by a merciless band of super-villains, anxious to trap Superman: the Man of Steel! When mild-mannered reporter, Clark Kent, learns of his sexy pal's disappearance, he heads for the nearest phone box to adopt the mantle of the world's most powerful super hero - Superman!

This Megadrive game puts you straight into the gaudy tights of the Man of Steel himself and charges you with the task of beating up legions of villains in search of the abducted Miss Lane. This would normally be a routine caper for our hero were it not for one tiny factor. The bad guys have managed to get their hands on a massive consignment of Kryptonite - the one substance in the cosmos that can reduce the might of Superman to that of a new-born child! What's more, continuous exposure to this dangerous substance can actually kill the sentinel of truth, justice and the American way! Now, even common street punks carry firearms with deadly Kryptonite-tipped bullets!

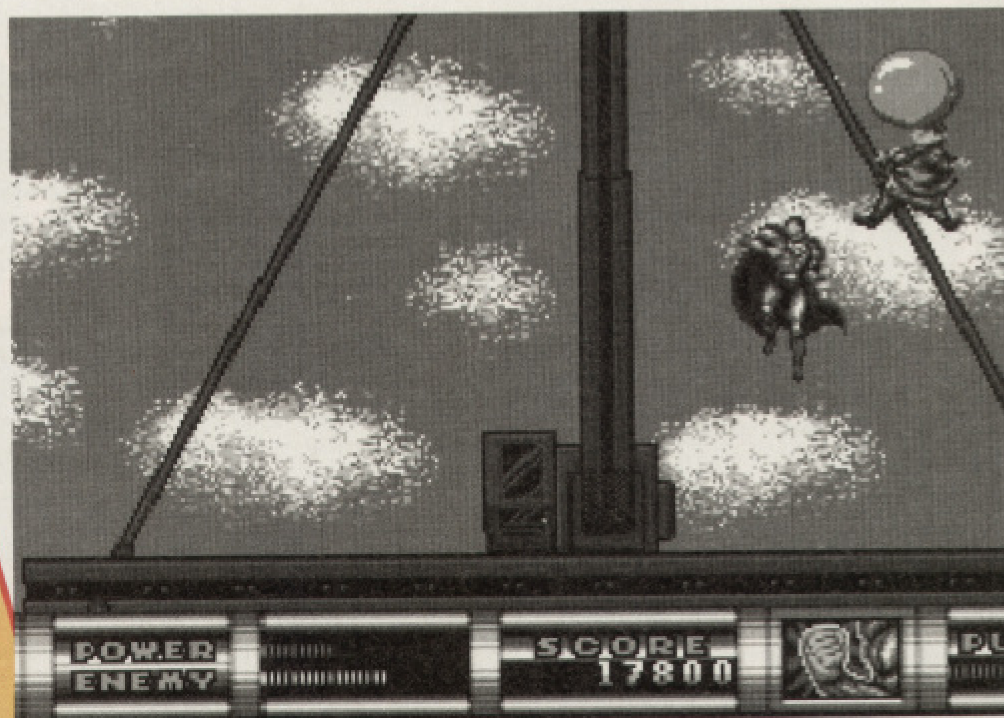
Your task is clear. Take to the streets of Metropolis and beyond, avoiding any Kryptonite whizzing about and smacking the seven shades out of any villains who dare cross your path! At the end of each level, you face up to one of Superman's deadliest super villain enemies! Individually, Superman has defeated each of these guys before - but this time they've banded together to form a treacherous league of evil that may even spell the end of the Man of Steel!



▲ Superman takes to the skies, using the powers of his amazing heat vision to waste enemy sprites!



▲ The Man of Steel is in space now, once again using the powers of his amazing heat vision to destroy asteroids and alien robots! Soon our hero will near the lair of the twisted Brainiac!



▲ The first example of Superman using his amazing powers of flight in the pursuit of justice! Here, his super-powered fists really come in handy!






MAN

PUNCH 'N' KICK

The game has a number of game styles. The first depicts Supes running over the rooftops of Metropolis, dishing out fisticuffs with the aid of his super-powers. Curiously, Superman isn't able to fly here, and must rely on his leaping skills to cross massive gaps in the scenery!

FLY 'N' ZAP

Another of the game's styles sees Supes switching into flight mode. Faster than a speeding bullet (well, not really), he's able to zoom up tall buildings, or along R-Type-style scrolling landscapes, dishing out truth and justice via his amazing heat vision!



▲ These vertically scrolling sections see the Man of Steel using his powers of heat vision and flight to save the day!



▲ Superman stops to admire the massive back-packed robot out to destroy him! Only careful use of his super spinning will help him!



▲ Supes utilises the powers of his super muscles to despatch the forces of evil!

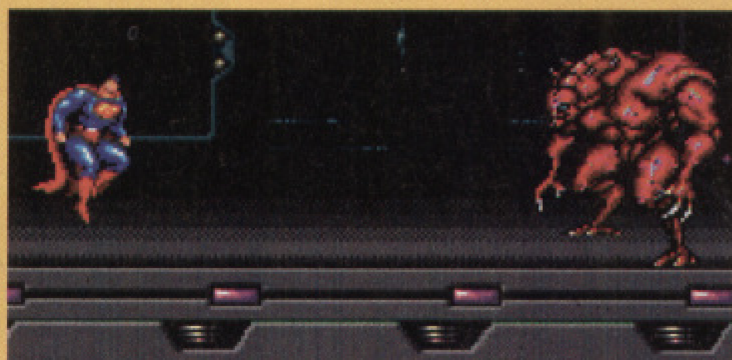


▲ Superman in space, nearing his goal - Brainiac's deep space base of operation!

▼ Not even laser-spitting robots of doom can stop Superman in his quest to find Lois Lane!



BY: VIRGIN			PRICE £35.00
1 PLAYERS			RELEASE DECEMBER





MEGA-

So, what do you do when you're a god eh? Just hang around the heavens watching the events transpiring below on Earth? Well, Mega-Lo-Mania casts you as one such omnipotent being, who's decided that he wouldn't mind being worshipped by some humans in return for celestial guidance to world domination.

Unfortunately, you are not the only god-like being in search of power. In fact, three others of your race have similar ideas about conquering the world and have each made contact with a band of humans. Living in harmony with other people simply isn't allowed if you're a power-hungry god, so it's your job to guide your human charges into destroying the other bands, thus claiming the land as your own!

There are nine levels, or epochs, in Mega-Lo-Mania, each based around a different time period in the planet's history. You start the game controlling a bunch of cavemen, taking them through the Middle Ages, the Renaissance and through to the Space Age in the ninth epoch! As you might expect, the technologies of each epoch open up many different opportunities for you as a god. For example, your war-faring activities in the Stone Age are limited to chucking rocks or throwing spears if you're especially brainy. In the Space Age, nuking your opponents with long-range weapons is more acceptable!

Your job as god is incredibly varied. You need to keep your minions well-armed and this involves setting up mines, factories (on later epochs) and making sure you have the right elements to create all of your weapons! What's more, you need to make sure that some of your humans are, erm, reproducing to insure that you have the necessary number of men needed to get the job done.

Your activities are not taking part in a vacuum. All the while, the three other gods are plotting each other's downfall. So not only do you need to carefully watch yourself, you also need to keep your eyes peeled for any foul deeds on the part of your opponents!







PEOPLE ARE PEOPLE

Four gods competing for one world can lead to all-out anarchy at times. Thankfully, you can calm things down a tad by forming an alliance with the others so they won't attack you. Unfortunately, the other gods may not like you that much and will have no qualms about refusing your offer of friendship.

WHO DID IT?

Mega-Lo-Mania is the product of Sensible Software, a group of topper programmers well known to Amiga and C64 owners. Their previous credits include Mega-Lo-Mania, Sensible Soccer and 3D Tennis on the ST and Amiga, and Microprose Soccer and Wizball on the C64. We reckon that Megadrive versions of Sensible Soccer and Wizball would be completely amazing! How about it, Virgin?

LO-MANIA



CONSTRUCTION TIME AGAIN

BY: VIRGIN
1 PLAYERS
PRICE £35.00
RELEASE T.B.A

Making weapons is quite a lengthy process. First of all, what you really need is a mine from which to get some raw elements. Armed with these elements, your top brains are able to come up with designs for some decent weaponry. Different weapons are available depending on the Tech Level. For example, pebbles, boulders and pikes (if you're lucky) can be designed during the Stone Age. Elizabethan weapons are more likely to include guns and cannons. Present day technology accounts for the appearances of jet-fighters and nuclear weapons!







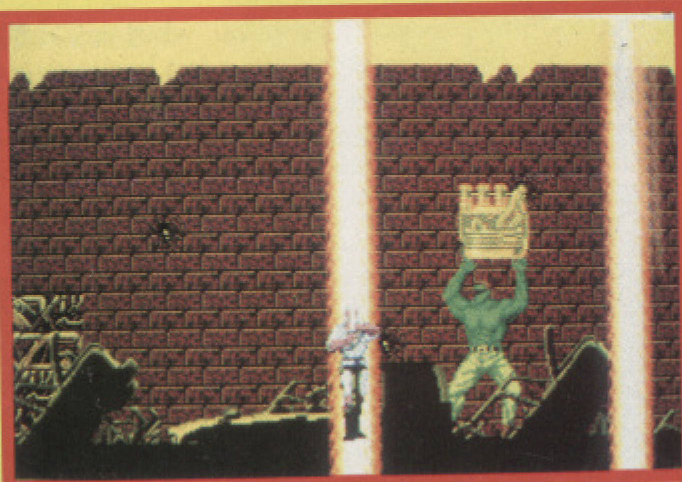
▲ This is one of the later epochs in Mega-Lo-Mania. Here, you can see some of the factories that are used to turn the raw materials you mine into state-of-the-art technologies. For this sort of level, look out for the likes of aero-planes and nuclear missiles! By the time the game has progressed this far, total annihilation is guaranteed thanks to the advent of nuclear technology. Make sure you get those SDI lasers and anti-missile missiles in to protect yourself!

LOOKBACK

Welcome to an an all-new feature in MEAN MACHINES. Each month we'll be travelling back in time to take a look at the Sega games we reviewed exactly two years ago to see whether or not the games then under scrutiny have passed the test of time. This month, Jaz and Rich remove the very rare issue one from the vaults and take the Last Train to Nostalgia Central...

REVENGE OF SHINOBI

MACHINE: MEGADRIVE
BY: SEGA



ORIGINAL SCORES

PRESENTATION 95%
GRAPHICS 91%
SOUND 94%
PLAYABILITY 95%
LASTABILITY 90%
OVERALL 94%



Slip into the ninja slippers of Joe Mushashi and traverse scrolling levels of America, kicking, punching and throwing death stars at the crazed minions of the Zeed gang!

WHAT WE SAID THEN

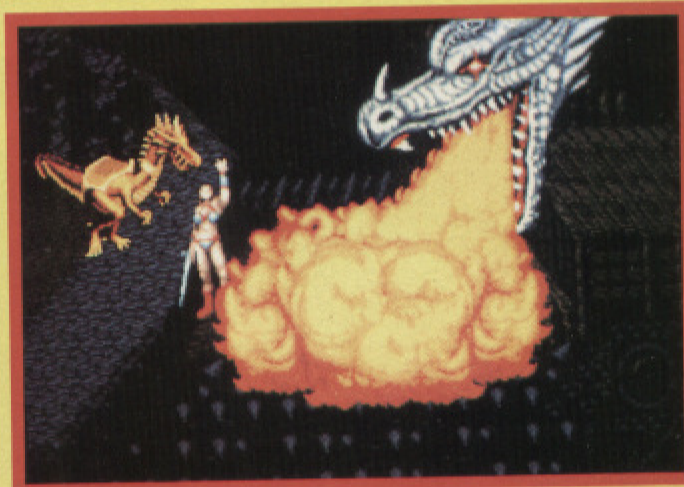
JAZ: It's challenging and amazingly addictive and keeps you glued to the machine for hours at a time - I just didn't want to stop playing.
MATT: The graphics are exquisite, the music superb, and the gameplay out of this world!

WHAT WE SAY NOW

JAZ: This is just as good now as it was then. Presentation should come down to about 90%, but the rest of the ratings are fine. Combat platform games don't come much better than this.
RICH: Revenge of Shinobi has aged very well - I still play it even now! However, I think that presentation was marked a tad highly. Most of those options are pretty standard these days. I'd take presentation down to 89%, put playability down to 93% and mark lastability up to 94%. I'd award this game around 93% overall - it's still a great slash 'em up.

GOLDEN AXE

MACHINE: MEGADRIVE
BY: SEGA



ORIGINAL SCORES

PRESENTATION 90%
GRAPHICS 91%
SOUND 85%
PLAYABILITY 92%
LASTABILITY 89%
OVERALL 91%

Take control of either a barbarian, amazon or dwarf and stomp along the scrolling landscapes of middle earth in this spot-on conversion of the popular Sega coin-op. Beat up the denizens of darkness and face up to Death Adder in your quest to retrieve the fabled Golden Axe!

WHAT WE SAID THEN

JAZ: The game itself is an exact (and I mean exact) copy of the arcade original bar two things - there are a couple of extra levels added onto the end of the game!
MATT: Nothing beats a great beat 'em up, and this is one of the best I've seen.

WHAT WE SAY NOW

JAZ: This is a great game, but looking back I think we were over-generous. It's too easy to complete, and once you've been through it a couple of times it gets a bit dull. Playability 87%, lastability 79% and overall 83% would be about the right marks now.
RICH: Golden Axe is still a pretty good laugh a couple of years on, but I couldn't help getting bored of the game after a while. Perhaps it's because I've played so many games of the same ilk on other systems over the last couple of years. I'd put presentation up a couple of points, sound down to 80% and playability and lastabili-

ty down to 88%. Overall I'd probably award it 88%. It's tons better than Golden Axe II, but Streets of Rage is still the best Megadrive beat 'em up.

GHOULS 'N' GHOSTS

MACHINE: MEGADRIVE
BY: CAPCOM



ORIGINAL SCORES

PRESENTATION 85%
GRAPHICS 89%
SOUND 92%
PLAYABILITY 94%
LASTABILITY 89%
OVERALL 92%

Sir Arthur, resigned to the inevitability of having his princess girlfriend kidnapped by Lucifer, jumps into action once more in this scrolling platform game-cum-shoot 'em up. A conversion of the fab Capcom coin-op, Ghouls 'n' Ghosts boasts loads of extra weapons and terrifying bosses!

WHAT WE SAID THEN

JAZ: Even though you'll be cursing with frustration, it's so good you just keep on coming back for more.
MATT: What a brilliant game! The graphics are wonderful and the sound is great.

WHAT WE SAY NOW

JAZ: I still play this game now if I want a challenge - it's great. Playability should drop a couple of percent and the overall down to 90%. It's definitely still a Megagame even today.
RICH: This rock 'ard game is still one of the most difficult Megadrive titles around, well suited to those who completed Sonic the first day they had it. I think the audio-visuals are a tad outdated these days. I'd put graphics down to 85% and sound down to 80%. Playability is definitely too high, down to 85% for that. Lastability is fine, but I think overall I'd give this around 88%.

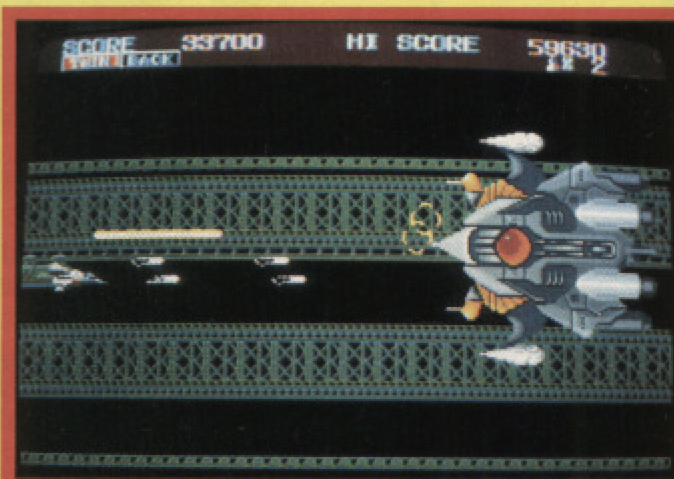
THUNDERFORCE II

MACHINE: MEGADRIVE
BY: TECHNOSOFT

ORIGINAL SCORES

PRESENTATION 79%
GRAPHICS 81%
SOUND 85%
PLAYABILITY 84%
LASTABILITY 80%
OVERALL 82%

Thunderforce II: it's a shoot 'em up. There are two basic blasting styles. In the overhead eight-way levels you destroy ground targets and take out



pursuit ships. In the horizontally scrolling levels, you blast anything that moves. That's about it, really!

WHAT WE SAID THEN

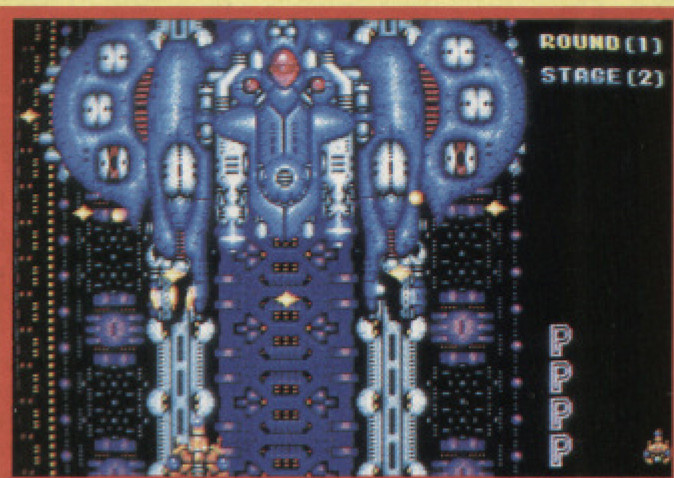
JAZ: With plenty of secret bonuses to uncover, Thunderforce II will keep you coming back to top your highest score for quite some months.
MATT: The action is fast and furious while it lasts - I just wish there was more to it.

WHAT WE SAY NOW

JAZ: This looks fairly ropey nowadays. The sound's pretty good, but it lacks the thrills and spills of some of the latest blasters. Graphics down to 75%, Playability and lastability down 15% each and overall down to 67%.
RICH: Thunderforce II has not endured the rigours of time very well. It looks like a decidedly substandard shoot 'em up now, with unspectacular graphics and unexciting gameplay. I think that now it would get about 64% overall. It's just been surpassed by many games, including Gynoug, Hellfire, Thunderforce III, Thunderforce IV...

TRUXTON

MACHINE: MEGADRIVE
BY: SEGA



ORIGINAL SCORES

PRESENTATION 71%
GRAPHICS 82%
SOUND 74%
PLAYABILITY 85%











LASTABILITY 76%
OVERALL 82%

A simple up-the-screen blaster, Truxton is a fairly average example of the genre. Loads of power-ups, legions of baddies to blow-up, raucous explosions and end-of-level bosses aplenty.

WHAT WE SAID THEN

JAZ: Truxton is a fine example of a pure, no-frills arcade blast.
MATT: A great game that should be welcome in any shoot 'em up fan's collection.

WHAT WE SAY NOW

JAZ: This is straightforward, simple blasting which is fun for a while, but gets pretty dull due to its lack of weapons and variety. Graphics should definitely drop - 71% would be about right because they're very simple, playability down to 75% and lastability down to 69%. Overall 71%. At the time there weren't many blasters around, but nowadays there are loads of better ones available.
RICH: Despite the massive amount of vertically scrolling blasters out for the Megadrive, Truxton remains a competent example of the genre. I'd take playability down to 79% and lower the overall mark to around 77%. It may have been surpassed technically since its release, but it's still a good blast.

IMPOSSIBLE MISSION

MACHINE: MASTER SYSTEM
BY: US GOLD



ORIGINAL SCORES

PRESENTATION 83%
GRAPHICS 91%
SOUND 89%
PLAYABILITY 97%
LASTABILITY 92%
OVERALL 94%

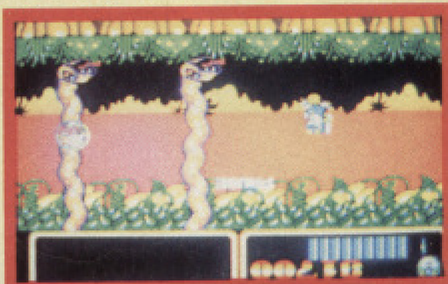
Elvin Atombender is insane. So totally nutty in fact that he has decided to construct a colossal bomb and blackmail the world for millions of dollars. Enter Agent 4125. His job: to enter Atombender's tower (displayed as a flick screen platform environment), break his codes and do away with the guy once and for all.

WHAT WE SAID THEN

JAZ: If you want to play one of the best games available for the Sega, look no further than Impossible Mission.
MATT: An essential purchase, and recommended without hesitation.

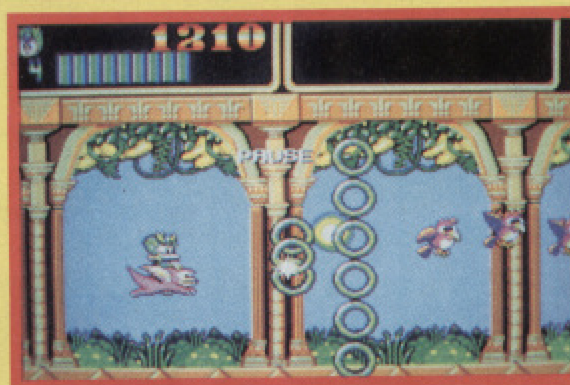
WHAT WE SAY NOW

JAZ: An absolutely superb game that has stood the test of time incredibly well. If anything I'd put the overall up by one percent - Impossible Mission is an all-time classic and is still one of the best games ever written!
RICH: This is still one of the greatest Master System games around, combining top-notch graphics, animation and sound with deep and compelling gameplay. This game would still warrant those massive marks were it reviewed today.



WONDERBOY III

MACHINE: SEGA
BY: SEGA



ORIGINAL SCORES

PRESENTATION 93%
GRAPHICS 92%
SOUND 77%
PLAYABILITY 95%
LASTABILITY 96%
OVERALL 95%

A massive scrolling arcade adventure (with some RPG overtones thrown in for good measure), Wonderboy III casts you as the heroic lad out to return himself to human form after being transformed into a dragon-man!

WHAT WE SAID THEN

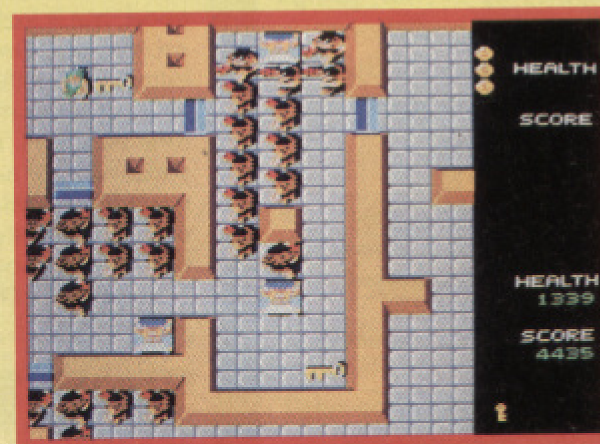
JAZ: The combination of adventuring, shooting and platform action results in one of the best games of its type for any console.
MATT: This has to rank as one of the greatest Master System games ever!

WHAT WE SAY NOW

JAZ: Another classic which has withstood the rigours of time. This is a truly brilliant arcade adventure and still deserves every mark awarded to it.
RICH: This is just as good as ever it was! I still find the immense depth of the game amazing, and the quest to return Wonderboy to his original form makes for what still is probably the best Master System game ever! All of the marks should remain static.

GAUNTLET

MACHINE: SEGA
BY: US GOLD



ORIGINAL SCORES

PRESENTATION 83%
GRAPHICS 86%
SOUND 81%
PLAYABILITY 94%
LASTABILITY 89%
OVERALL 92%

Run around 100 different eight-way scrolling dungeons, dealing death to the deranged minions and collecting treasure. A one or two-player game, Gauntlet was immensely successful in the arcades and performed well on the Master System.

WHAT WE SAID THEN

JAZ: Gauntlet has appeared on virtually every home computer system on Earth and I'm glad to say that the Sega version tops the lot for sheer addictive playability.
MATT: I was flabbergasted by this game - it's fast, furious and above all, faithful to the coin-op.

WHAT WE SAY NOW

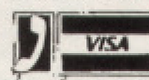
JAZ: Another top-notch conversion whose marks are just as right now as they were then.
RICH: This is still a brilliant coin-op conversion that's just as fresh and exciting as it was the day we first plugged it into the Master System. I wouldn't tinker with any of the marks, they're all fine.

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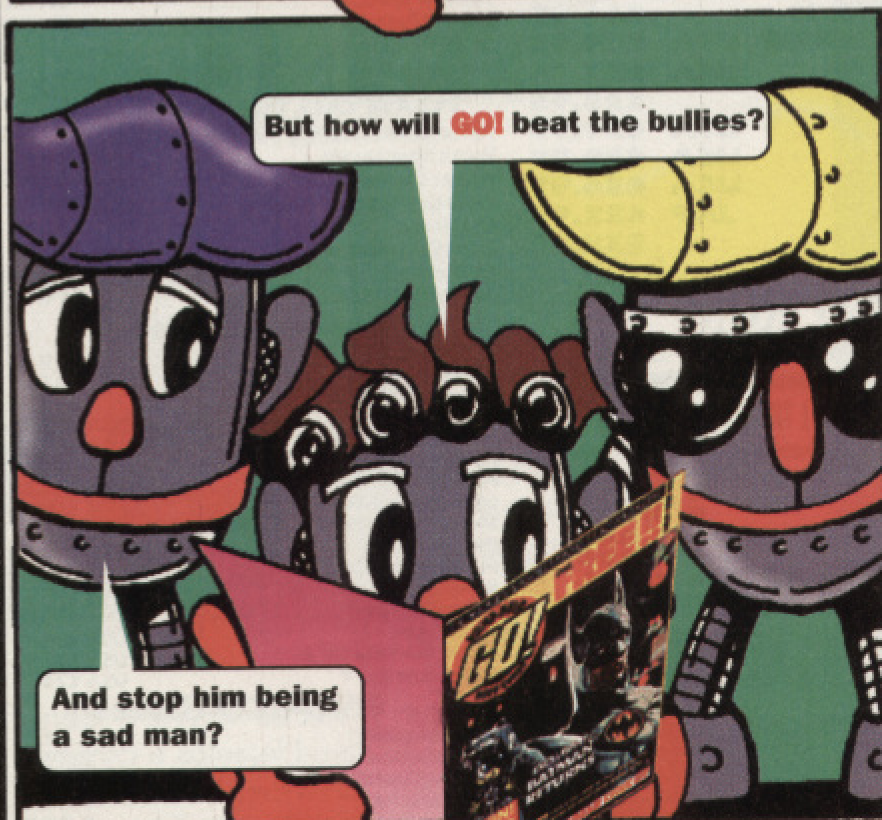
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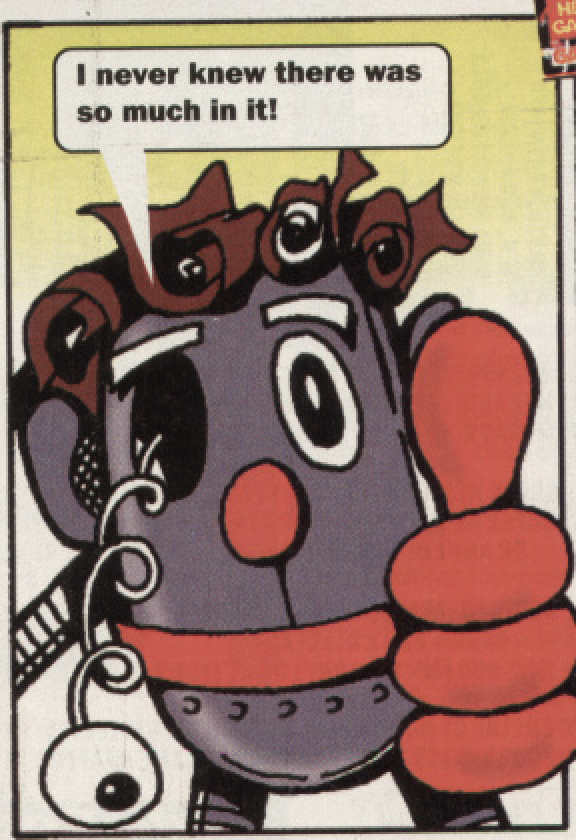














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SECOND - HAND Megadrive Games bought, sold and exchanged. Games in stock include: Desert Strike, Robocod, Fighting Masters, NZ Story, Maddens'92, Devil Crash, PGA and lots more. Ring Adam on (0480) 63648 or write to: A.Hall, 3 Fairfields Crescent, St.Ives, Cambs PE17 4QH.

SUPER NES Games for sale: Top Racer £25, Super Tennis £20, Turtles in Time £25, all Jap. Contra 3 £25, Zelda 3 £30, all USA. If interested telephone 081-778 2992 after 7pm and ask to speak to John.

HELLO! Game Light, Carry All Case, Game Light Magnifier, Boxed, Battletoads and Final Fantasy. Together £32. Will separate. Call (0938) 555166.

SUPER FAMICOM (Scart), 6 Games, Joe & Mac, F-Zero, Super Ghouls n' Ghosts, IYP 88, S.Mario World only £300 ONO. Ring Matt. Tel: (0742) 352669 after 6pm.

GAMEGEAR with 1 Game for sale. Boxed and in perfect condition only £60 ONO. Phone Manny on 021-551 7403 in evenings.

FOR SALE OR SWAP James Pond II between £15-£30. Tel. Greg on (0428) 652518 or leave message.

FOR SALE, 15 C64 Games £20, T2, G.Axe, Last Ninja 2. Ask for Michael. Tel: 021-350 7656 at 1-8pm.

MEGADRIVE (Pal, UK), Carry Case, 12 Games, Power Stick, Jap Converter, Lynx with 1 Game, Clock/Radio, 11 issues - Mean Machines worth £750 all for £400 ONO or swap for Amiga A500 with Game(s) and Mouse. Phone Sam or Maggie (0483) 481106. (Woking, Surrey).

FOR SALE Megadrive, Master System, Gamegear, Super NES, NES, Gameboy and Lynx Games for sale. For list Tel: (0480) 65402 ask for Andrew or send SAE to Mr A Bowler, Red Thorns, Park Ave, St.Ives, Huntingdonshire PE17 4JW.

GAMEGEAR and TV Tuner with 7 Games including Sonic, Shinobi, Olympic Gold, also with adaptor, only £200. Call on (0225) 314762.

COMMODORE 128/64, 160 Games, Tape Deck, Disk Drive, Joysticks, Manuals, Dust Covers, All Boxed £150. Tel; (0793) 525762 (Swindon).

GAMEBOY WITH Tetris, Marioland, Batman includes Power Pack and Hard Case £110 ONO. Hardly Used. Spectrum ZX + 2 plus 39 Games, Joystick, Light Gun, Cover and Instruction Book Reconditioned £100 ONO. Tel: (0689) 835273.

BACK ISSUES, Mean Machines issues 12-24 £2 each £20 for all, mint condition, CVG issues 109-128 £1 each £20 for all, Megatech issue 1 £20. Total lot of them £40. Phone Alex Formby, Liverpool (0704) 33100.

10 NINTENDO NES Games. Sell individually or altogether, approx. half shop price. Great modern games eg. Simpsons. Phone NOW (0455) 848469.

LOOK! Consoles, Handhelds, at incredible prices eg., Lynx £30, Famicom £75. Games are available for Consoles and Handhelds starting at £4 each. Please state what you require. Send SAE to: A. Abdul 60 Westbury Ave, Wood Green, London N22 6RS.

UK NINTENDO NES with NES Advantage, NES Satellite for 4 Player action (not available in UK yet, bought in USA), 8 Games includes SMB 3, Double Dragon 2 and Duck Tales worth £400, bargain £230. Ring after 4pm (0276) 857673.

NINTENDO GAMES. Mario 2 £25, Megaman 2 £25, Robocop £20, Turtles £15, NES Advantage Joystick £25, Instructions included. all, ONO. Phone (0564) 773242.

MEGADRIVE WITH 3 Games, 1 Game with no case, sell for £110 ONO. Phone Dean on 620434 after 4pm.

SUPER FAMICOM, Philips Colour Monitor, Streetfighter 2, Smash TV, Actraiser, Krusty's Fun House, all for £335 will sell seperately. Also issues 1-12 of Games-X and other magazines available at cheap prices. Contact Osam on (0532) 841084.

MEGADRIVE, 8 Games including Road Rash, Streets of Rage, Uk/Jap adaptor, Loads of Magazines, 2 Joypads £230. Phone (0455) 631514.

ATARI ST Games for sale, WWF, Predator 2, Robin Hood, + others £6-£15 all boxed and good condition. (0803) 311685.

FOR SALE, Super Formation Soccer, UK SNES Version £25. Call Paul 081-504 1106.

SALE!!! Pal Megadrive (UK) runs all carts, with 4 Games JM1, Sonic, Quackshot and Bonanza Bros. All boxed and in mint condition for only £170 or games £18 each. Tel David 081-560 3417 after 5.30pm weekdays.

MEGADRIVE converted to play all carts at a stonkingly low price of £65. Phone (0572) 85255 NOW!

SUPER NINTENDO, 4 months old, best cash offer accepted, may consider swapping for a Megadrive with some games that is still under guarantee. Write to: Steve. 16 Warwick Place, Tewkesbury, Glos GL20 5EG. Please include your phone number.

MEGADRIVE (PAL) plays all games with Star Control, Hellfire, F22, EA Hockey, Joypad, Joystick, boxed £170. Preferably buyer collects. Also Amstrad 1640 PC with 5 Games £170 and BBC B with Disc Drive and Games £75. Phone (0344) 777571 (East Berkshire).

NINTENDO NES, 3 Games, Light Phaser, NES Advantage Joystick only a year old. £100. Phone (0203) 343711.

AMAZING! NES UK/USA/JAP Compatible + 10 Games, includes Mario 3, Megaman 3, Contra 2. Worth £500+, bargain at £175. Tel: David (0606) 832822.

COMMODORE 64, Tape Recorder, Light Gun, still boxed, 2 Joysticks, many Games £150 ONO. Tel: (0347)5692 (York).

OFFICIAL Megadrive for sale, 1 Joypad and 5 Games. Games are Sonic, Streets of Rage, Sword of Vermillion, Starflight and Kings Bounty. Excellent condition only 9 months old. Boxed worth £200 sell for £170. Phone Trevor on (0252) 621207 from 6.30pm onwards.

ATARI STE, Boxed with over 80 Games! Many full price also 2 Disc Boxes, 2 Joysticks, Mouse, Mouse Mat, approx., 60 Cover Discs retailing around £800, sold to you for just £380. Ring (0675) 462672 for more details.

CHEAP! Nearly every available Megadrive, SNES, and Famicom Games for dead cheap prices, range from £5 upwards. All games in excellent condition and need to sell quickly, buying motorbike. Interested? Ring Neil on (0604) 863833 or Anthony on (0604) 708939.

NINTENDO for sale with £200 worth of games including SMB 1 and 3. Will sell for £150. Tel Gareth (0843) 588208.

NINTENDO, 7 Games, NES Advantage, NES MAX and Zapper, all worth £430 sell for £100. Tel: Kieran on (0977) 705630.

MEGADRIVE with 9 Games, 2 Joypads, including JM92, Super Off Road, Fighting Masters, Rolling Thunder 2, Populous, Phantasy Star 2, Joe Montanna's Sportstalk Football, runs all carts. Excellent Condition £220 ONO. Call for details. Tel: 091-285 8761, will split.

GAMEGEAR for sale, 3 Games: Sonic, N.Gaiden, Shinobi, Mains Adaptor included £120 ONO. Phone Peter on (0992) 576283.

GAMEBOY for sale, 2 Games (Marioland and Tetris) plus 2 accessories all for £60. Phone Dominic (0328) 823232.

SEGA MEGADRIVE 4 Games, Arcade Powerstick, all leads, Joypad, all for only £180 ONO. Tel: 081-654 7679 (Croydon).

FOR SALE Atari Lynx, Lynx boxed with Adaptor and 7 Games includes Paper Boy, California Games, and Rampage all with instructions. Value £350 will sell for £190. If interested phone Richard on (0244) 547470 after 5pm.

AMIGA 500, 1 Meg, TV Modulator, all Leads, 2 Zipsticks, Mouse, over 200 Disks, 2 Disk Boxes, all Games from Strategic to Kick Their Eds In. Worth about £1000 sell for £350 will swap for Megadrive with Games (0533) 760339.

MEGADRIVE for sale with 14 Cool, Ace Games and Joystick worth over £600 sell for £350. (0964) 535602.

NES PLUS 5 Games, SMB3, World Cup, Double Dragon2 plus Advantage Joystick, hardly used worth £280 accept £180 ONO. 081-998 9976.

UK SNES PLUS Converter to play Imports, 8 Games including Streetfighter 2 £350, all boxed. Contact Ross (0474) 833683 (Kent).

FAMICOM PAL for sale, 8 Games including Streetfighter II, Super Mario World, R-Type, Lemmings, WWF, Super Ghouls and Ghosts plus more! Final Fight, also US Games Adaptor all for £600. For more information phone Kevin Guidoni on 081-304 1820.

AMIGA 500, External Drive, TV Modulator, 1 Megabite, Power Pack, Joysticks, Sound Sampler, Cover, All Cables, 129 Discs, £800 worth of equipment will accept £400. Tel: (0702) 204045.

GAMEBOY, 11 Games including Simpsons, Batman, Robocop, Gremlins, F1 etc., Boxed, Excellent Condition, worth £350 accept £180 ONO. Contact 071-249 7310.

AMSTRAD CPC464, 30 Games plus Word Processing Package, Joystick, Monitor as new, unwanted gift, accept £75. 071-249 7310.

GAMEBOY GAME Castlevania for sale £10, also Gamelight for £7, Magnifier for £5 and Rechargable Battery Pack for £15. Call 041-883 1775.

SUPER NINTENDO Streetfighter 2 (Jap) for sale £50, Excellent Condition. Phone Gary (0206) 564126.

SEGA MASTER SYSTEM, 2 Control Pads, Control Joystick, Light Phaser, 12 Games, including Shadow of the Beast, Sonic, Super Kick Off, Shinobi etc., Fully Boxed worth £415 sell for £225 ONO. Ring (0795) 530300 after 5pm and ask for Sam.

EXCELLENT NES for sale and a Mega NES Advantage arcade Joystick, also with 5 Challenge Games: Castlevania II, Bayou, Billy, Turtles, Megaman II and the Amazing Super Mario III. Everything in Marvellous Condition, just for £200!!! Phone Christian on 081-866 1270.

MEGADRIVE GAMES Bulls + Lakers, Alissia, Monaco, Spiderman, Golden Axe, New Zealand Story etc., swaps considered or various prices. Contact 071-249 7310.

NES Turtles Pack with 6 Games including Mario 1+3, WWF, Skate or Die with Python 2, Joystick and 2 Pads. All Boxed, Excellent Condition. Mean Bargain at £200. Call Elliott on Halifax (0422) 364646 Saturday after 6pm.

GAMEBOY V.G.C., with Lightboy, 8 Games including Turtles, Paperboy, NFL, Pipe DM, Robocop and Carry Case. All for £180. Phone Gavin (0272) 612813.

SNES GAME, Legend of the Mystical Ninja (USA) £30 or swap for any other good game. Phone (0532) 740508.

AMSTRAD CPC464 £180 worth of Games, 2 Joysticks plus TV Converter, altogether £380 sell £120. Tel: (0252) 873693/873223.

JAP FAMICOM, 2 Joypads, 4 Great Games including Mario, Goeman only £225 ONO. Ring (0272) 235301 and ask for Matt.

MEGADRIVE Games for sale - Alex Kidd (Jap) £10, Italia '90 (UK) £12, Afterburner 2 (Jap) £20. If interested phone 031-658 1126.

SEGA MASTER SYSTEM 2 only 6 months old, still with 5 months warranty, 2 Joypads and 5 Great Games including Mickey Mouse, Sonic the Hedgehog and Afterburner. All Boxed and in Brilliant Condition, only £100. Tel: (0292) 314907 after 6pm.

MEGADRIVE for sale, 9 Games, 3 Joypads, Jap Adaptor £270 ONO or swap for Pal SNES with Games. My Games include Desert Strike, Toe Jam, Earl, Immortal, Hellfire, Revenge Shinobi, Sonic, all 90% + and more. So get phoning NOW (0484) 543797.

NINTENDO ACTION SET with Zapper and 3 Games. Worth £150 sell for £100 or Megadrive with Game. Phone 081-764 0139.

NINTENDO NES Games for sale. Turbo Racing and Tennis £10-15 each. Phone Andrew on (0206) 275698. Prices negotiable.

JAP MEGADRIVE £150 with Moonwalker, Ringside, Angel, Robocop (95%) and EA Hockey (94%). Phone Strathaven (0357) 20567 buyer collects!! VGC only 6 months old!!

GREAT OFFER! Megadrive for sale with 1 Control Pad and 4 Top Games: Road Rash, Sonic, Altered Beast and Stormlord. Less than 3 months old so in Perfect Condition, All Boxed as new for £150. Call Edward 041-775 2641 after 4pm.

MEGADRIVE GAMES! Winter Challenge and James Pond £30 for both or sell seperately. Phone (0344) 772114.

GAMEGEAR with Wonderboy, S.Monaco and Mains Adaptor £100 ONO. Phone Marc on (0772) 615484. Preston Area.

LYNX with 3 Games, Carry Case, Adaptor and Link Up Cable. Excellent Condition £95 ONO. Games are California Games, Gauntlet III and Roadblasters. Everything Boxed. May think about swap. Phone (0706) 46200 ask for Mobeen.

UK MEGADRIVE for sale, comes with 2 Joypads and 7 Truly Smart Games: Thunder Blade, Golden Axe 1&2, Streets of Rage, Altered Beast, Sonic, and Populous. WOW! What's even more amazing is it's just £200! Call (0472) 344274.

MEGADRIVE (Jap), 2 Controls and 11 Games. Golden Axe II, Hellfire, Kid Chameleon, Gairaes, Shadow Dancer and more, all boxed, good condition, sell for £220 ONO or Games for £15-20 each. Phone 071-482 2504 or 081-883 4660 (London Area) ask for Wing - that's my name!

MEGADRIVE for sale with 1 Normal Control Pad, 1 Turbo Pad, John Madden Football '92 and Desert Strike! Worth £170 will sell for £130. Ring (0252) 838072. Good Condition.

TOTALLY EXCELLENT DUDE! 2 Cool Games - for sale for Megadrive: Alex Kidd and Forgotten Worlds £45 ONO. Phone Sime (0538) 266367.

AMSTRAD CPC6128 Colour Monitor, Great Condition, 200+ Boxed Games, Joystick, Boxes, Instructions. Worth £600+ sell £200. Also Sega Gamegear plus Super Monaco GP and AC Adaptor, Perfect Condition, All Boxed, sell for £85. Phone (0707) 335419.

MEGADRIVE GAMES for sale. Pitfighter £30, Quackshot £25, Shadow Dancer £20, Golden Axe £15. Call Patrick 021-353 6571.

AMSTRAD CPC464 with over 300+ Games and NES with 5 Games both for £300. Tel: 061-434 7401. 6pm.

GAMEGEAR with 5 Games. 8 Months Old. Games include Sonic, Donald Duck, Shinobi and Joe Montana Football, also includes AC Adaptor £120 the lot or £15 per game. Ask for Matt, after 5pm. Phone (0522) 685044. Lincoln.

FOR SALE: EA Hockey (UK) and Spiderman (UK), both for £45 also issue 3 of GO! £6. Call (0379) 788213.

NINTENDO GAMES, Link, Crysalis, Battle of Olympus, Gremlins 2, Last Starfighter, Iron Sword, Wrath of Black Manta, Spy Vs Spy, all at £12.50 each or £90 together. Unboxed due to house move. NDN Negotiable. Call 081-650 8490.

GAMEBOY for sale. Fully Boxed with Headphones and 2-Player Lead. Comes with Tetris, R-Type and Robocop. Asking price £80. Phone (0793) 770626 and ask for Chris only phone on weekdays after 4pm.

AMSTRAD CPC6128 with Joysticks, over £200 worth of Games. Good Condition. Bargain at £95. Phone (0422) 351934 after 4pm. Thanks.



MEGA

FOR SALE

UK MEGADRIVE fully boxed with 1 Game: Forgotten Worlds £100. Quick Sale. Phone Nick after 4pm on 081-670 6793.

CHEAP PRICES! SNES Games including Parodius, Super Ghouls 'n Ghosts, Contra Spirits and Final Fight for only £18 or all for £65 plus Streetfighter 2 only £25, also US Adaptor £10. Call after 6pm ask for Roger. Tel: (0483) 811778.

NINTENDO for sale with 11 Games including Double Dragon 2, Robocop and Wrestlemania. Worth £428.99 sell for £210! all in Good Condition. 3 without instructions, 1 without holder. Buyer must collect, will not split games. Tel: (0865) 777022.

PC ENGINE Joypad with 11 Stick Connector + 1 Joypad, 9 Games including Original Boxing £200 ONO. Tel: (0908) 671154. Dave.

JAP MEGADRIVE Pal runs all carts. Excellent Condition. Includes JM'92, Sonic, and Robokid, 2 Joypads, Boxed, Instructions etc., £125 ONO, or swap for 3,4,5, Good Famicom/SNES Games. Middx Area. 081-863 6008 after 6pm. All offers, swaps considered.

MARIN PALISADE Trail Mountain Bike for sale. 6 Months Old, has been upgraded worth £700 will sell for £475 ONO or will swap for Super Famicom plus Games or Neo Geo plus Games. If interested phone 081-427 6937 ask for Rajesh.

MEGADRIVE Games for sale: Desert Strike £25, The Immortal £23, Robocod £23, Two Crude Dudes £22, Fantasia £17, Insector X £13, Burning Force £12, also Rainbow Islands, Supereal Basketball, Aero Blasters, all 3 for £40. Ring Lee (0484) 607207.

SEGA MEGADRIVE plus 5 Games, 2 Joysticks £160. 081-551 1971 ask for Andrew.

NINTENDO for sale with 7 Great Games, some games boxed. Mint Condition, 2 Control Pads worth £300 sell for £150 or swap for Super Nintendo with SMB World. Phone Mark at the weekend after 4pm on (0788) 567645. OK.

FOR SALE Sega Gamegear + Sonic and Mains Adaptor worth £129.99 will sell for £80. Contact Jamie on (0533) 375468.

USA NES GAMES for sale. Blades of Steel, Bigfoot, WCW Wrestling, WWF, Wrestlemania Challenge £25 each or £100 for the lot. Phone (0734) 696612 and ask for Simon.

GAMEBOY (Good Condition) with 5 Games: Tetris, Double Dragon, Chessmaster, Q-Billion, Revenge of the Gator £100 ONO. Tel (0635) 40260. (Newbury).

NINTENDO 8-Bit, 4 months old, boxed, 2 controllers, light gun, 3 games plus instructions £75. Phone 081-807 6453.

AMIGA 500, 1 Megabyte Upgrade, 3.5" External Disk Drive, over 200 Games including Sensible Soccer, Myth Hook etc., 2 Disk Storage Boxes, Joystick, Mouse, Mouse Mat, Disk Head Cleaner. Excellent Condition worth £1,200 sell for £450. Tel: Mark 091-416 7911 anytime.

MEGADRIVE with 5 Games and Leads plus Carry Case £170 ONO or swap for Gamegear and Games (+ TV Adaptor?). Phone (0423) 881097.

WANT TO BUY a Megadrive for just £10? Well Tough! I'm selling mine for £150 with Mercs, Arnold Palmer Golf and Tecmo World Cup Soccer with 1 Joypad. Also includes Night Stages Scalextric. ask for Danny (0625) 585955. (Cheshire).

AMSTRAD CPC6128 with Monitor, Built in Disk Drive, Joystick and 20 Top Games like, Robocop, Red Heat and many more. Brilliant Condition, Ideal Family Computer. Worth £500+ selling for £180. Quick sale required, offers welcome. Phone 081-992 8444.

MEGADRIVE for sale, Jap, Scart, with 4 Games: The Duel, AP Golf, Battle Golfer and Wardner plus Joypad and Power Base Converter, Boxed £120. Call Matthew on (0204) 399697.

SUPER FAMICOM, as new with 2 Top Games and Converter, still under guarantee, offers over £130. Phone (0203) 412904.

GAMEBOY for sale with Nuby Carrier Case and 5 Games: Motorcross Maniacs, Castlevania, Double Dragon and 2 more £120. Phone Gareth on 081-892 4123.

NINTENDO with - Play Cartridge for sale. 64 Games on 1 Cartridge. Phone Tony on 081-984 7746.

NINTENDO NES plus 4 Mint Games - WWF, Wrestlemania Challenge, Double Dragon II, Turtles and Duck Tales £110. Call Adam on (0661) 835107.

GAMEGEAR for sale, 1 Game for only £75. If you like phone Jason 081-348 1437.

UK MEGADRIVE, 1 Joypad, 17 Games including JM'92, Spiderman, Quackshot, Mercs, Strider etc., Jap Adaptor, Everything Boxed, worth over £500 sell for £280 ONO. Contact Stephen on 091-410 7529 after 6pm weekdays only.

NES FOR SALE, Boxed, Mint Condition, 3 Games: D.Dragon 2, T.Field 2, Paperboy plus Nintendo Magazines with 94 Mario stickers or swap for Super NES with Mario Cartridge. Phone Lee on 091-478 5190.

MEGADRIVE for sale with Master System Converter plus Jap Converter, Quickjoy Joystick, 6 Games, 1 Master System Game, all in Good Condition, sell for £195. If interested then phone 081-500 0710 after 4.30pm till 7pm ask for Rob.

GOOD CONDITION Super NES comes with Mario IV, Streetfighter II and Jap/USA Adaptor. Still Boxed and Under Guarantee, sell for £200 or swap for Amiga 500 with Games. Tel: Sandwich (0304) 612630. Ask for Stuart.

ARE YOU AFTER a Megadrive with 7 Top Games: John Madden's '92, PGA, Road Rash, Robocod, Castle of Illusion, Sonic and California Games with Arcade Joystick at an Amazing £300. Call (03552) 45307: will also swap for Amiga or Atari ST.

OI! UGLY, Nintendo NES, 4 Games including Super Mario Bros and World Wrestling with Light Gun £100. Phone (0553) 636705.

SEGA MEGADRIVE for sale includes 12 Games, eg., Desert Strike, Golden Axe I & II, also includes Joypad, PSU, Audio, Video Cable, Dust Cover, Jap Converter, Everything Boxed as new and in Excellent Condition. Cost £490 sell for £280 ONO. Phone (0773) 747624.

MEAN MACHINES 4-23 and Complete Guide to Consoles (No splitting) £40 including post. Write to Mr Armer 100 Low Lane, Morecambe, Lancs LA4 6PP.

SEGA PRO 1-6 all £12, Handheld Go! 1, 3-8, 10 all £8, not sold seperate. Write to Danny Chan 99 Helston Drive, Royton OL2 6JT.

FOR SALE Gamegear UK with Ninja Gaiden, Columns, Mickey Mouse, Super Kick Off with accessories, sell for £200. Tel: (0765) 689229.

SEGA MEGADRIVE plus 6 Games: Immortal, Sonic the Hedgehog, Streets of Rage, Castle of Illusion, Quackshot, Budokan £190. Phone Neil (0243) 585282 anytime.

NES PLUS 7 Great Games: Mario 1, Shadow Warriors, Turtles, Kid Icarus, World Wrestling, Jacki Chan, Rainbow Islands. All in Good Condition worth £300 sell for £150 ONO. Call Errol on (0533) 627460, if I'm not unavailable leave message and number.

FOR SALE Megadrive with 6 Games including Desert Strike and Sonic worth £350 sell £200 ONO. Call David on (0628) 824150.

NES WITH Joypads, 5 Games and Advantage Joystick. Games include Mario 2 and Turtles. Boxed, £140. Phone (0304) 825979.

GAMEGEAR, PSU, 4 Great Games including Sonic! VGC all boxed. Worth over £200, sell for £145. Phone (0245) 265625.

BARGAIN OFFER! NES for sale; 10 Games, Cheats, etc., £200 only!!! For more details phone 048-641 3233 ask for Jason. Hurry!!!

ATARI LYNX, Klax, Electro Cop, Ninja Gaiden and a Power adaptor for £95. Phone Chris (0341) 281160 NOW!!! Offers Welcome!

FOR SALE Halleywarz, Outrun for Gamegear, Super Kick Off for MS and Carry Case for Gamegear. Offers considered. 031-312 6557.

NES FOR SALE with advantage Joystick and 5 Games £90 will seperate, all boxed. Telephone Richard, Maidenhead (0628) 31095.

UK MEGADRIVE plus 2 Controllers for sale, Stunning Condition - still under guarantee, comes with 9 Superb Games including Madden's '92, Streets of Rage, Thunder Force III, Robocod, Sonic, Spiderman. Worth £420 will sell for £320 ONO. Contact Andrew on (0639) 830430.

MASTER SYSTEM 2 with 5 Games: Donald Duck, Mickey Mouse, Golden Axe, Shinobi and American Pro Football. Worth £200+ sell for £130 + P&P. Phone (0502) 560007. Suffolk area. Ask for Lee. All boxed plus 1 Joypad.

NINTENDO NES for sale, 7 Fantastic Games, Light Gun, Laserscope. Worth £280 sell for £200 ONO. If interested phone (0637) 876416.

UK SEGA Gamegear plus 3 Games all in Good Condition. Worth £140 sell for £100. Phone Tom after 4pm (0952) 810868.

ALL FAMICOM Owners Read This. I have Castlevania 4, S.Ghouls & Ghosts, Exhaust Heat and F.Fight. All perfectly boxed and 3-5 months old. These 4 for £100 worth £180. If interested call (07083) 40054 and ask for Gavin. Other prices considered.

PC ENGINE (Scart) Boxed. 5 Player Adaptor, 3 Joypads, 9 Games with Holder £200. (0372) 728043.

SUPER FAMICOM Games for sale (no swaps): Super Ghouls & Ghosts, Geoman, Actraizer, Joe + Mac, Augusta Golf, UN-Squadron, Mario 4, Super EDF, Super Pitfighter £20-£25. Also Neo Geo Pal Converter, changes Scart Geo to Pal (switchable) £15. Plus 2 motorbike helmets £20 + £35. (0623) 759800.

MEGADRIVE PAL, all Games with Joypad, Sonic and Mercs worth £190 will sell for £110 ONO boxed as new with all instructions. Phone (0963) 63319 and ask for James, if not available leave message and number.

NEW STYLE C64 with 1541 II Disk Drive £130 worth of software on tape and disk, 2 tape decks, joystick and loads of converters, free! VGC, under one year old £200 ONO. Tel: (0643) 705329 after 4pm on weekdays.

MICKEY MOUSE for sale Gamegear £15 IONO, completely boxed with instructions, mint condition. If interested ring (0253) 760540.

NES FOR SALE includes: Metroid, Turbo Racing, (boxed only), Megaman 2, Super Mario 1, Duck Hunt, Zapper. Worth £260 yours for only £120 or swap for Sega Megadrive with Sonic. If interested phone Dax on (0536) 724938 after 5pm, so get dialing.

SKATEBOARD for sale. Natas, Streetbone Wheels, Inde Trucks. Good Condition, all for £90 ONO. Also I have a Gameboy with DD II, Simpsons, Robocop. Excellent Condition, all for £80 ONO. Ring Phil on (0242) 621429. Road Rash and John Madden's '92 for £20 each.

GAMEGEAR for sale with Wonderboy and Super Monaco. Offers. Phone Huw on (0269) 825308 NOW!!

NINTENDO Gameboy with Duck Tales, Tetris, Mario, Princess Blobette, Gamelight and Adaptor. Excellent Condition. N.Ireland Residents only £100. Tel: Belfast (0232) 652920.

ATARI 520STE, 35 Games, Mouse, Joystick, As New £220 ONO. Tel: (0203) 471919.

AMSTRAD GX4000, Home Entertainment System, Brand New, Boxed, 2 Control Pads and Burning Rubber Games Cartridge £130. Please phone 081-472 8026.

MASTER SYSTEM, Excellent Condition, RFU, Light Phaser and 9 Great Games including Super Kick Off, Psycho Fox, Bubble Bobble, Speedball, Golvelius and Alex Kidd in Shinobi World £150. Call Matt on (0245) 267464.

UK SUPER NES for sale includes Super Mario and WWF. £ weeks old, unwanted gift £200 with Adaptor. Contact 081-422 0254.

SUPER FAMICOM (Scart) for sale with 7 Games including Street Fighter 2 and Zelda 3 £350 ONO. (0895) 621153 (Ruislip).

ZX SPECTRUM + with 3 spare faulty Spectrums, 3 Joysticks, 5 Joystick Interfaces (1 faulty), 2 Tape Recorders - Speech Synthesiser + Instructions + 'Program, 350+ Top Games, worth over £800 bargain price £130. Not sold seperately. Contact (0278) 792784 Burnham-on-Sea.

UK MEGADRIVE, Extra 2 year warranty, 6 Games: Robocod, Starflight, Desert Strike, Mercs, Sonic, Altered Beast (all UK), plus Jap Adaptor. Will sell for £300 or swap for UK Neo Geo with 2 Controllers and Soccer Brawl. Phone Steve 081-657 3716.

CHEAP JAP PAL Megadrive plus Revenge of Shinobi. Runs all Games and converts Jap text into UK, Boxed and in Very Good Condition, Nearly New. Only a Pant Wetting £100. Phone Paul (Manchester) on 061-723 2606.

SEGA MASTER with 7 Games, Light Phaser, Rapid Fire Unit, and 1 Joypad, all Boxed, also Good Games £140 ONO or swap for Gamegear. Phone Buxton, Derbyshire (0298) 25515 after 6pm and ask for Andrew.

PC ENGINE + Joypad, R-Type, Sidearms and Vigilante for only £70. Pal version, excellent condition. Phone Bal (0902) 336849. Offers welcome.

DESPERATE Gameboys. Well, there's 2 for sale each with six games, 1 with a hard, white Carry Case and Battery Pack. Sussex phone Steve (0798) 813901 5-9pm.

FAMICOM 'Raiden' (Jap) cartridge for sale/swap for other imports. Offers to Alun Fairburn, PO Box 4, Ammanford, Dyfed, SA18 3HU.

MEGADRIVE GAMES for sale, Outrun £20 (Jap), Garies £10 (Jap), Sonic £20, Midnight Resistance £22, G-Busters £20, Mickey Mouse £25. All games in good condition, or swap for Terminator, Strider, Tazmania, Pitfighter, Chuck-Rock or Ghouls 'n' Ghosts. Call Andrew from 4-6pm Monday to Friday on (05912) 386.

GAMEGEAR with Super Kick Off, Shinobi, Jow Montana's, Wide Gear, carry case, 2-player adaptor, screen protector, power supply and Master Gear with California games, Hang-on and Astro Warior. All boxed, £220 ono. Also various console magazines, offers. Phone (0608) 661617.

JAP MEGADRIVE with 4 games, 2 controller, 1 of which is a turbo pad willing to sell for £200 or other sensible offers. Phone Krishan, any time after 7pm. Tel. 021-554 6820.

GAMEBOY, boxed with full instructions and in mint condition. Also with 2-player and stereo leads, Double Dragon, Dr Mario, Ghostbusters 2, Super Marioland, and Tetris game catridges for only £95!!, worth over £170!! Phone Nick on (0799) 30898.

MASTER SYSTEM 2 with light gun, 2 controllers and 14 top name games, worth around £400, is up for grabs for only £180 ono or you could just swap it for a Super Nintendo. If you are interested phone (0296) 432390.

FOR SALE Sega Megadrive with 4 top titled games, joypad, arcade powerstick, £200. Phone Andrew (0723) 514097, after 6pm.

EXCELLENT CONDITION Sega Megadrive (UK), 7 games, includes Rolling Thunder, Shadow Dancer, Atomic Runner with Japanese adaptor, arcade joystick worth £370, selling £250 ono. All boxed with instructions. Contact David on 081-427 1819 after 6pm, before on 081-450 9044.

SEGA JAPANESE MEGADRIVE Pal. Excellent condition, with 2 joypads and 7 games. Bargain at £175 ono. Tel. Pete on (0869) 253203.

SEGA MASTER SYSTEM plus 6 games and Sega control stick £75 the lot, very good condition. Phone 021-472 7352.

JAPANESE PAL Megadrive, 2 joypads, psu, 14 top games including JM '92, F-22, EA Hockey, Pitfighter, Desert Strike, Populous and Krusty's Funhouse, all boxed with instructions, etc. Worth well over £550, sell for £390 ono. Phone James after 4pm on 081-397 5976 (Surrey), buyer collects.

MEGADRIVE, 8 games including PGA, Robocod, Sonic, Mickey Mouse, joystick convertor, excellent condition, only £200. Call Daniel on 081-868 8445 (Harrow area).

NES including 5 great games, Zelda, RC Pro-am, Robocop, Turtles, Excite Blue, 2 controllers, mint condition, £100 ono. Tel. (0242) 232898 Now! ask for Curtis, all boxed, need money quick.

GAMEGEAR for sale with G-Loc, Out-run and Mickey Mouse, all for £110 ono, offers. Phone (0322) 432501, after 5pm.

NEO-GEO console with game joystick, psu, boxed £295 or swap Famicom with games, also wanted Famicom Scart American or Jap with games, also games wanted for PC Engine, cash paid, also Neo-Geo games wanted. Tel. (0926) 881634 until midnight.

ATARI 520ST for sale, including 23 original games, like WWF, Wheel of Fire Pack. If interested phone Quyen on 081-983 4232.

MART 

JAPANESE MEGADRIVE with Sonic, Ghouls 'n' Ghosts, Shadow Dancer plus 3 more games, 2 control pads for £200. Phone 081-883 4660 or 071-482 2504 between 5pm and 11pm and ask for Wing or See Me at 3 Denmark Terrace, Fortis Green, London N2 9HG.

SEGA MEGADRIVE SOR, Sonic, Mickey Mouse, Robocod, and Fantasia and arcade powerstick, runs all carts £200. Tel. (0625) 871922, Jamie.

SEGA MEGADRIVE with 8 games, 2 joypads, boxed as new for £300 ono. Phone Peterborough (0733) 890183 or (0733) 311332.

JAPANESE MEGADRIVE for sale Pal version, 9 months old, excellent condition, 1 joypad, 9 games: Spiderman, Magical Hat, Mickey Mouse, Midnight Resistance, Wonder Boy III, Super Shinobi, Sonic, Crack Down, Altered Beast, only £200 (no offers please). Call Danny on 081-840 6321 (London area preferably). Hurry!

ATARI STE only a year old, includes Art and Design Packages, over 30 top games, mouse, joystick, disk box, all manuals and leads £130, also Game Gear with car and mains adaptors, magnifier and master convertor £80 or £200 for both. Tel. 081-599 1570.

OFFICIAL SNES for sale, perfect condition with Sreeetfighter 2, Mario, Super Tennis and universal adaptor, all boxed, worth £300, want £210 ono. Phone (0494) 534505 and ask for Simon. High Wycombe area. Genuine reason for sale.

JAPANESE MEGADRIVE for sale, with 9 games: Rolling Thunder 2, Super Off Road, John Madden '92, Strider, Pitfighter, Gynoug, Vapour Trail, F1 Grand Prix and Test Drive 2, will sell for £255, will not split. Tel. (0625) 434113.

MEGADRIVE plus Alterd Beast, Jap adaptor and 2 control pads only £70. Megadrive games, Streets of Rage, Road Rash, Robocod, Spiderman, Mickey Mouse, After Burner, Sonic and Desert Strike only £25 each. All items can be posted. Phone (0480) 213632.

MEGADRIVE Wonderboy II and Streets of Rage £15 each. Both for £25. Contact Andrew on 081-866 6487, after 5pm.

NES FOR SALE with SMB 1, 3, Tetris, Football, controller, turbo pack, 4 months old, perfect condition £95 ono. Contact 081-903 1672.

FOR SALE Game Gear, 3 adaptors, magnifying glass, recharger pack socket, 4 original batteries, 4 games. £250 ono. Contact 081-903 1672.

ATARI LYNX for sale, boxed and in excellent condition, still under guarantee, mains adapyor with 7 games, including the brilliant Electrocop, Blue Lightning, California games, Awesome Golf and Paperboy, Pacland. bargain £150. Call Andrew on (0602) 500546.

NINTENDO action pack with Mario, Duckhunt, and Captain Skyhawk also comes free with Atari 2600 with 1 game, bargain £80. Tel. 081-721 8701.

SEGA MEGADRIVE for sale, scart boxed as new, 2 joypads, 3 games £150 ono. Tel. Mark on (0623) 516907.

NES GOING CHEAP £20, with 2 control pads in good condition, send cash only to 31 Hay Brook Drive, Tysley, Birmingham B11 3RL. NES will be sent as soon has the money has been received.

MEGADRIVE GAMES for sale and swap, ie Robocod, Shinobi, Sonic, Truxton Kings, Bounty Buddcon, Nintendo Robot and games for sale and swap and bargain Spectrum 128K computer with over 300 games and tape recorder only £200, swap Atari ST. Tel. (0978) 361493.

MEAN MACHINES Issues 13, 15-24. £4 each. CVG Issues 116, 120 £3 each. Total Issue 1 only £5. All for £45 or swap them for 2 UK Super Nes games, eg. UN Squadron, Probotector, Lemmings, Smash TV or Zelda 3, prices for magazines include p&p. Tel. (0232) 860328, ask for Phil.

SUPER R-TYPE and Super Soccer on the SNES £30 each or £55 for both. Contact (0423) 885253.

MEGADRIVE UK VERSION, 7 months old, boxed, includes joypad, Sonic the Hedgehog, Quackshot, Castle of Illusion, Wings of War, Super Thunderblade, and adaptor enabling use of Jap cartridges, will sell for £120 ono. Phone 021-422 9573.

BACK ISSUES Mean Machines. CVG, ACE £5 each. Segapro, S.Power, S.Force, others, £3 each. All £75. Phone Andy (0865) 875890.

NES WITH SMB3, Punch Out, Rad Racer, Ikari Warriors, worth £180, sell for £100. phone Phil on (0272) 622005.

COMMODORE 64 £450, pounds worth games, 40 issues Z-Zap, 60 demos, cassette recorder psu leads all for £80 ono. Phone (0270) 67468.

AMIGA A500 with 1meg upgrade vgc, mouse plus joystick, everything boxed, £500 worth of software plus word processor disk, Deluxe Paint 4, sell for £500. Tel. (0294) 602749, ask for Gordon, after 6pm.

AMIGA 500 1meg, 30 games, mouse, 2 joysticks, 10 blank disks and 1 disk, box TV modulator, worth alot, selling for £350, good condition, a bargain, also Gameboy game and hip pouch for sale, game £10, pouch £5. Phone (0926) 426308, ask for Kevin.

MEAN MACHINES Issue 1-24 £2 each! or buy 5 and get free Complete Guide to Sega book! Phone 081-851 0799.

GAMEBOY only 1 year old, includes Super RC, Pro-Am, Turtles, Balloon Kid, Super Marioland, Tetris, magnifier, game light, link cable, earphones, 2 carry bags, excellent condtion, worth £240, selling for £99. Phone (0685) 875747.

FOR SALE, 2 NES games, Solar Jetman + Ghosts 'n' Goblins, shop price £80, my price £39. Call (0372) 842758, also for sale Gremlins at £20 and Tetris for Gameboy £10 all games come with box and instructions.

MASTER SYSTEM plus, 8 games (2 built-in plus Sonic, Golfamania, Baseball, After Burner, Operation Wolf, Golden Axe), console £40 ono, or everything £125 ono. Tel. (0872) 862970, any reasonable offer considered. All games and console fully boxed with instructions.

COMMODORE 64 for sale, includes: 2 joysticks, light gun, 45 games with tape deck, very good condition only £100. Tel. 051-722 1036.

GAMEBOY with Tetris, Gauntlet II, Marioland worth over £105, sell for just £85. Also games for sale: T2, Robocop II, Home Alone, Mega Man, Spiderman and Marble Madness, perfect condition, all boxed, just £16 each. Phone Alan on (0332) 810759.

RADIO CONTROLLED car Tamiya Madcap, battery chargers, controller, spare battereis, excellent condition, worth £200, accept £85 ono. Tel. (0904) 768033.

MEGADRIVE GAMES for sale. Altered Beast 315, Golden Axe, Mickey Mouse, Ghouls 'n' Ghosts £5! Phone John on 081-851 0799.

FOR SALE Bauer Roller Boots, good wheels, good plastic trucks and hockey sox, £60 or swap for Megadrive with maybe 1 game (optional). Phone (0702) 353894, ask for Adam.

GAMEBOY with 18 games and game light. Games include: R-Type, Mario, Megaman 2, Turtles, Tennis, Spiderman, Double Dragon 2, also a 12 games in1 cartridge, all boxed with instructions and in very good condition, will not split. Phone Mark on 081-994 5786.

SPECTRUM 48K, good condition, 3 joysticks, all leads and instruction books, with 70+ games, £60 ono. Phone John on 081-851 0799.

IMMACULATE UK Megadrive, 11 games, 2 joypads Jap convertor £375 or swap for Amiga 600 and games. Tel. (0709) 880167.

SEGA GAME GEAR for sale with Sonic and psu, all boxed and in perfect condition, worth £120, sell for £90 or swap for UK SNES, if interested, phone Carl on (0438) 814182.

AMSTRAD CPC6128 for sale, disk drive, tape, monitor, 70+ games, keyboard, joystick, etc, offers around £100. Phone (0734) 664008.

UK MEGADRIVE GAMES. Altered Beast £15, Super Thunder Blade £18 or together for £30, both games in perfect condition. Tel. 061-428 8117.

GAMEBOY, game light, Super Mariland, Choplifter II, Gauntlet II, Tetris of course, also essential carrying case. all for £100. Phone Ian on (0455) 557523.

UK MEGADRIVE wih 2 joypads and 6 games, Road Rash, Maddens '92, Sonic, Altered Beast,, Wrestlewars and Streets of Rage, all fully boxed, £175 ono. Contact John on (0282) 831230, after 6pm.

GAMEBOY FOR SALE in good condition, with Tetris, Super Marioland, Chase HQ, Battletoads and Turtles (Gameboy still boxed), selling for £100 (price negotiable). Phone Neil on 081-337 2011, after 5pm.

300 MEG GAMES aren't available, but an English (Pal) Megadrive is with 2 controllers, 5 games, including the likes of Sonic, Alisia Dragoon and more, with Jap convertor. Ring (0472) 887869 and ask for Mat. I'll take £170 ono, Yo!

SEGA MEGADRIVE 120 games, including Monaco II, EA Ice Hockey, Golden Axe 1+2, excellent condition, worth £450, sell £55. Phone Steve on 021-353 0766 (evenings).

ATARI ST GAMES for sale or swap, including Monkey Island, WWF, Another World and more. Ring Gary for more details on (0494) 483434.

MEAN MACHINES Issues 10-24, no pages missing, vgc £20 the lot, including postage. Phone (0707) 335419.

MEGADRIVE with 5 games, including Robocod, F22, Golden Axe, 2 months old, perfect condition, £180, worth £280, boxed. Tel. (0628) 482689.

BARGAIN SEGA MEGADRIVE, Mercs, Spiderman, 2 controller, boxed, mint condition £100, also brand new boxed joypad £7. Phone 071-263 4034, ask for Jake.

MEGADRIVE FOR SALE 8 games include: Robocod. Master System convertor, include: Spiderman, 2 joypads £270. phone (0924) 871076, ask for Scott.

MEGADRIVE plus arcade powerstick, competition pro joypad, and 9 games including Streets of Rage, Roadrash, Starflight, Super Monaco, Ghouls 'n' Ghosts, NBA Basketball, all boxed as new in excellent condition, great for first time buyer, all for £275. Phone (0923) 223165, ask for Steve.

AMSTRAD CPC 464K with green monitor plus joystick plus colour modulator, over 80 games, excellent condition £130 ono. Tel. (0203) 473439.

MEGADRIVE (PAL) runs all games, in excellent condition with original instructions and boxed, includes joypad, powerstick and aviator 3 with 7 great games (eg. Sonic, EA Hockey, Robocod and Spiderman), all this for £300. Phone Adam on 081-667 9708.

NINTENDO converts Jap, US games, turbo joypads, 8 games, Bionic Command, Simons Quest, Punch Out, Contra, Off Road, plus 190 in 1 game cartridge, includes SMB1, Gradius, Wrestling, Soccer, Tetris 1942, sell for £190 ono. Ring Peter on (0895) 633164 (Ruislip, nr. London).

GAMEBOY GAMES for sale, brand new, Bart Simpson £15, Spiderman with box and instruction £12. Tel. (0787) 237702, ask for Will.

AMIGA A500 1meg, 190+ games, second drive, 2 joysticks, 2 mice, stereo speakers, 50 blank disks and loads of labels £550 or swap for SNES/Famicom (Pal) with at least 7 games. Phone Gareth on 041-883 1704, after 4pm.

SEGA MASTER SYSTEM for sale, with 6 games, rapid fire unit, light phaser, worth £220, accept £120+. phone (0304) 363782.

MEGADRIVE GAMES Budokan, Eswat at £25, Immortal £30, all in excellent condition. Please phone Mark on 010-353 91-37471 (Galway, Ireland).

SUPER NES worth £340, sell for £265, good condition, 4 games, all boxed with instructions, plus Mario and adaptor. G:ames are Street Fighter 2, Top Bear, Prince of Persia and Soccer. Quick sale wanted. Phone 081-679 4975.

BRITISH MEGADRIVE with Japanese convertor and 1 game hardly used and fully boxed, got it at Christmas only £100. Tel. (0354) 740727.

MEGADRIVE GAMES Olympic Gold, Super Off Road, Bulls vs. Lakers, EA Hockey, Tazmania £125 the lot! Bargain! Tel. (0287) 660183.

GAMEBOY 2 games Tetris and Fortress of Fear, mains adaptor and game light £70. Phone 061-427 2038 and ask for Lawrence (Manchester).

NES with Track and Field 2, Super Mario Bros 2 and Super Off Road only £80 ono. Ring Chris in (0932) 344355.

SUPER FAMICOM GAMES for sale, Prince of Persia £35, Contra Spirits £35, Castlemania IV £30, Super R-Type £25, Megadrive games Mercs 2 £15, Desert Strike £20, F-22 £20 include recorded post. Write to: Simon Law, 88 High Street, Crediton, Devon EX17 3LB.

SEGA MEGADRIVE games, all boxed with instructions, hundreds of titles at £12.50, ie Desert Strike. Call AJ on 071-790 4086.

SEGA GAME GEAR plus mains adaptor, 4 games, Dragon Crystal, Shinobi, Mickey Mouse, Super Monaco for £130 ono. Phone (0684) 593164.

MASTER SYSTEM 6 games, including Sonic, Alien Storm, fully boxed, 2 pads, 1 flight grip, £110 ono. Tel. (0372) 275311 (AJ).

NES DELUXE PACK zapper and robot include 2 turbo quick shot joysticks, 11 games, including SMB 1,3, Track Field II, Road Racer, Donkey Kong, Wizard and Warriors, Ikara Warriors, Zelda and many more, worth £500, sell at £300. Phone Ali on 081-997 3397, after 4pm.

MEGADRIVE (PAL) with leads and control pad. 10 games including Maddens '92, and Road Rash, all boxed with instuctions, cost over £500, will sell for £295 or swap for Famicom/SNES with 4+ ames. Phone Nick on (0706) 229644 (Lancs).

MEGADRIVE FOR SALE with 5 games and spare joypad, £300 ono, will consider separating games. Call Lee on (03224) 41926 (SE area).

CBM 64, unbeatable offer, with 200 games, cassette unit and music maker, worth £300, accept £100. Phne Mr d'Silva (0533) 896532, Now!

1990 CMB 64 with 160 games, tape deck, light gun, light pen, joystick and a colour printer plotter, worth £220, sell for £120 ono. or will swap for Amiga. Ring Dave on HX 246 746 or write to: 6 Heathmoor Mount, Illingworth, Halifax HX2 9LU.

GAMEBOY good cond, rechargable battery pack, 6 games including WWF, F1, Super Mario, case also mags. Tel. (0562) 67944, after 4pm.

UK MEGADRIVE 17 top games includes: Vermilion, Thunder Force III, Populous, Maddens '92, Immortal, Alien Storm, Phantasy Star II, Wrestle War, Golden Axe, Jap adptor, 2 pads, all boxed in excellent condition, still under guarantee, £275. Tel. (0954) 782436 (Cambs).

5 MONTHS OLD, Master System II with 2 control pads for £35, also sell Sonic 1, The Lucky Dime, Caper starring Donald Duck. Phone (0582) 665650, after 5.30pm and ask for Alex. Phone anyway, if you think you've already bought.

MEGADRIVE GAMES for £25 each. All English, Kid Chameleon, Golden Axe 2, Quackshot, Two Crude Dunes, Streets of Rage, Robocod, TJ & Earl, Mercs (Jap) buy Joe Montana 2 for £30, get Altered Beast free. Phone Daniel on (0268) 750201.

NES with 115 games, light gun, NES Advanage, 2 conrollers £160 ono. Buyer collects. Quick sell. Tel. (0279) 876030.

NES with 5 games, Baseball, Stealth, ATF, Blades of Steel, Turtles, WWF, games sold separately. Call Tristan on (0403) 52430.

AMIGA 500 1 year old, lots of games, including Brat, Magic Pockets, mouse & mat, 3 joysticks, painter, extra disk drive and 500k upgrade, worth £1,700, will sell for £550. Call Charles on 081-942 0877, after 6pm anyday.

SEGA MEGADRIVE for sale. Includes Jap convertor plus EA Hockey (95%), Winter Games (85%), Starflight (94%), PGA Tour Golf (91%), all in excellent condition, sell for £230 or nearest offer. Phone Andy on Leicester (0533) 432630, after 6pm for details.

MEGADRIVE runs all carts, with 2 controllers, J. Maddens '92, World Cup Soccer, Fatman, SR Basketball, Eswat, Golden Axe, PGA Tour, Desert Strike, Rambo III, Tetris, quick sale wanted! £250. Ring Tom Shaw on (0590) 671708 or write to: Sedge End, Waterford Lane, Lymington, Hants SO41 9PS.



MEGA

FOR SALE

MEGADRIVE FOR SALE. Includes EA Hockey, John Maddens '92, PGA Golf, Lakers vs. Celtics, Ghouls 'n' Ghosts, arcade powerstick, Jap convertor, sell all together for £200. Phone Daniel on (0268) 750201.
ATARI 520STE, 18 months old, mouse ,joystick 30+ games, some boxed, £220. Tel. Calne (0249) 814487.
NES with 8 top games +laser gun. SMB1, SMB2, SMB3, Chip and Dale, Maniac Mansion, Turbo Racing, Solstice, Iron Sword, only 8 months old, excellent condition (fully boxed, instructions, etc), worth £400, bargain at £180. Phone 081-645 0913, anytime.
SPECTRUM 48K for sale, with Philips portable cassette recorder (D6260), joypad, double interface, 14 copies of 'Crash' with tapes, worth more than £300, sell the lot for £100!, boxed with instructions, also Robocod (Megadrive) £25. Phone (0926) 484322, after 5pm, ask for Nik.
GAME GEAR Shinobi, Sega adaptor, Master Gear plus Master System I with Alex Kidd, Chase HQ, all newly boxed, hardly used, sell for £100. Tel. 081-997 9001, ask for Matthew (preferably London area).
NINTENDO GAMES for sale, includes Double Dragon 2 & 3, Blades of Steel, TMNT 1& 2, Prodotector, Caveman, Ninja, Ghosts 'n' Goblins, Snake, Rattle & Roll, Blue Shadow, etc £22 each. Phone 031-552 7817 or write to: N. Summers, 31 Inverleith Gardens, Edinburgh, EH3 5PR.
GAME GEAR plus mains adaptor £65, 4 games, Sonic, M/Mouse, D/Duck, Wonderboy £12 each or £95 the lot. Tel. (0978) 359264, ask for Andrew.
NES with 4 score, 3 controllers, 20+ games, including Mario 3, Rescue Rangers, Gremlins 2, Off Road, Super Spike, V'ball, Punchout Roller games and World Wrestling, worth over £700+, selling for £250 or less. Call Theo on 071-287 6295, would swap for SNES.
1 YEAR OLD Master System, includes 2 control pads and a turbo joypad for £40, also sell Xenon II, Mickey Mouse, Castle of Illusion, Master System games for £15 each. Tel. (0582) 664557, after 5.30pm. If you think already bought, phone anyway.
MASTERGEAR including Sonic and Wonderboy 3, worth £90, sell for £50, Lynx car adaptor £5. Phone Simon on 091-251 5218.
MEGADRIVE, six months guarantee, powerbase convertor, PGA, JM '92, Buck Rodgers, Budokan, Californian, Desert Strike, Hardball, swap for Super Nintendo with 2 games or sell for £220 ono. Tel. Gareth on 09743-312, anytime. You may have to leave a message, Azrael.
SEGA MASTER SYSTEM games for sale, top games, like Gauntlet, Bomber Raid, Rampage, Shinobi, etc. 16 to sell for a reasonable price, between £10-£15 or the whole lot for £60, no negotiations, sorry. Phone Michael on (0908) 318701.
JAPANESE MEGADRIVE, boxed, mint condition, 2 joypads, games (Golden Axe, Eswat, Twin Hawk), worth £200+, sell for £100. Tel. Simon on (0904) 765524. 6pm+.
NINTENDO with 3 games, SMB3, SMB2, Turtles, all good condition, SMB3 is new, cost £160, sell for £99.99. Tel. (0787) 237702.
GAMEGEAR and 7 games inc. Sonic, Columns and Shinobi, worth £240, sell for £150 ono. Phone Chris on (0372) 274891, after 6pm.
MEGADRIVE FOR SALE Japanese Pal including Sonic, EA Hockey, John Madden, F22, Immortal, Mercs, Monaco GP, Altered Beast and 2 joypads £220. Phone Mark on (0708) 444772.
AMSTRAD GX4000 with Burnin' Rubber, 2 joypads and 25 games, all in good condition, for only £70. Tel. 081-519 4440 ask for Alfred.
UK MEGADRIVE for sale, 8 games, 2 joypads and lots more other things. I will swap for an Amiga 500 with 1meg and 2 games or sell Megadrive for £250. Phone (0442) 66295 and ask for Daniel.
NINTENDO GAMEBOY for sale, with 10 games and a rechargeable battery pack worth up to £300+, I will sell for £180 or swap for Sega Megadrive with games. Contact Simon on 081-657 8009.
SUPER NES GAME, Super Tennis for sale for £30 including p&p. Tel. (0744) 20245.
NINTENDO FOR SALE including Super Mario Bros 1 & 3, great condition, still boxed, £60. Phone Mark on (0708) 444772.
FAMICOM (SCART) and 7 games, eg, Zelda 3 (USA version) and Tennis, everything boxed £249, may split. Tel. (0532) 626180 (Edward), after 6pm. Wanted for Sega Master System: Mickey Mouse and Rampage, also for Gameboy: Bowling, Alleyway, Gargoyles £2-£10.50 each.
ATARI ST, box, mouse, joystick and over 70 games, worth over £700, quick sale needed, sell for £275 ono, plus Black Foot r/c car worth £150, sell for £75 ono. Ring (0205) 356939 after 6pm ring (0205) 353527.
MEGADRIVE JAP 6 top games, 1 controller, aracde powerstick, still boxed, mint condition, worth £380, sell for £200 or swap for Super Nintendo with 1-2 games, if interested, write to: Jamie Keating 61 Salcombe Rd, Walthamstow, London E17 8JH.
MEGADRIVE with 19 games, including Desert Strike, Olympic Gold, Supreme Court, Streets of Rage, EA Hockey, 2 joypads, incl. turbo £480. Tel. (0908) 225412.
SEGA MASTER SYSTEM, 2 games, 2 control pads, joystick, boxed, very good condition, £65. Phone Jonathan on (0204) 882207, between 6.30pm-7.00pm.
AMIGA 500 with mouse, 2 joysticks and 75 games, still boxed, 6 months old £260 ono. Tel. (0244) 677412.
GAMEBOY and Nintendo games, Bionic Commando (Nes) £20 inc. p&p. Spiderman (Gameboy) £12, Simpsons (Gameboy) £15., all vgc. Tel. (0787) 237702.
NINTENDO DELUXE SET, boxed with 9 games as new and 2 books £190, worth £340. Call on (0277) 354389, calls form Essex only.
NINTENDO with 7 top games, including Gradius and Roller games as new £160 ono. Tel. 061-973 8015.
AMSTRAD CPC464 computer, colour monitor, joystick plus 22 games, instruction book, hardly used, £145. Tel. 081-578 7547.
TOMATOES! Nes £25, Super Mario Bros, Festers Quest, Top Gun, Low G-Man £10 each, the lot £50. Phone (0494) 674636.
SUPER FAMICOM (Scart), boxed with instrucitons, good condition, fully working with adaptor and 13 great games, including American and Jap. Includes: Mystical Ninja, WWF, Zelda 3, Tennis, G'nG and much more, no serious offer refused. Call Ivan on (0689) 857653, Kent.
SWAP Rival Turf or Adventure Island for Contra, WWF, Parodius, Lemmings, both games boxed. Call 081-844 1092, ask for Terry.
MEGADRIVE (UK) with 2 joypads, joystick and Japanese Hellfrie, quick sale £90. Phone (0252) 331895.
ATARI 520FM, over 45 games, mouse, mat, joystick, bargain £220 or with colour TV £300. Tel. Noor on 071-247 9921.
SUPER GRAPHICS 16-bit, 4 games, including Batman and Ghouls 'n' Ghosts, joypad, sell for £140 or swap for Super Famicom, runs all PC Engine games. Phone (0753) 853270, after 5pm.
STREET FIGHTER2 (US), Super Famicom (Scart) and US adaptor, all boxed and as new, the ultimate console and the ultimate game, cannot be beaten, heart broken to sell, but I have no cash, forced to sell £290 cash, no offers. Phone (0453) 873222, between 6pm-7pm only.
COMMODORE64, in good condition, boxed and cassette unit, 24 games, including 1 joystick, bargain at £80. Tel. 081-641 2854.
COMMODORE 64, boxed immaculate condition, 17 months old, manual, data cassette, 2 joysticks, 25 games £95 ono. Phone (0239) 820852.
FOR SALE Nintendo NES and light gun, plus SMB 1 & 3, Gremlins 2, Mega Man 2, Zelda 2, Adventure of Link, Batman, Turtles and Gyromite. Phone Stephen on 441 4819, only £170, all with boxes and instructions.
STRIDER (MEGADRIVE) £25, California games and World Soccer (Master System) £15 each, Turtles (Nintendo) £15. Phone (0949) 51394, ask for Chris.
AMIGA A500, mouse, 2 joysticks, 2 lockable disk boxes, 4 player adaptor, 1meg upgrade and over 100 games, boxed with all manuals, only £300, no offers. Call quick on 081-855 1318.
BARGAIN! Amiga 1meg, year old, 2 brand new quickshot joysticks, duct over, mouse and holder, over 80 games, very latest titles including: Sensible Soccer, Hook, etc, extra disk boxes, recently re-serviced , manuals included, excellent condition, £300 ono. Contact Dilip on 081-571 4577.
SNES AMERICAN (Scart) with universal adaptor, 5 games including Street Fighter, all for £200. Phone Julian on (0784) 471154, evenings only (Surrey).
JAP MEGADIVE (PAL) with 8 games incl. Sonic and Strider with 1 joypad, plus Pro 1 joystick, plays Jap, British and US games, all boxed and in good condition, sell for £200 ono. Phone (0775) 766646, buyer collects.
NESplus cleaning kit, plus Turtles, SMB3, Black Manta, Simons Quest 2, Rush 'n' Attack, SMB1. Phone Peterborough 252165, local enquiries only. £120, Duck Tales £30, Mega Man 2 £30, Shadow Warriors £25, Solar Jetman £20.
MEGADRIVE, arcade strick, Sonic, Warrior, Road Rash, EA Hockey, Mercs, Zero Wings, Hellfire, Streets of Rage, Altered Beast, Euro Club Soccer, JM "92 £350, unused C64, hardware, old games £100, could arrange deal involving Pro-Flex for both machines and money. Tel. (0734) 695457.
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GAME GEAR, boxed, 5 months old, 2 games, Sonic and Donald Duck, AC adaptor, good condition, £100. Tel. 051-928 5363 (Liverpool).
PC ENGINE, American version, Scart with 5 games and adaptor for Jap games, £140. Tel. 091-548 3649, ask for Mick.
MEAN MACHINES for sale, Issues 1-5 in a special pack, 13, 17, 19, 20, 21 each £2.25, but £10.50 for the special pack or all of them or £20. Phone Toby on (0932) 843146, also for sale 3 Totals, Zone.
GAME GEAR with psu, Wonderboy and Outrun, worth £150, sell for £100. Ring Pugsy (0672) 20329, after 4.30pm or at weekends, vgc.
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WOW! 8 brilliant Master System games for sale, include Altered Beast, Shinobi £10, American Baseball, Space Harrier, Wonderboy Ili, Carmen San Diego £15, Columns, Chase HQ, Flintstones £20. Call Phil on (0245) 256450, after 5pm for full details.
WHAT? James (0722) 72626, must be mad, his Megadrive, 7 games, Sonic, TJ&E, Ghouls 'n' Ghosts, Moonwalker, Road Rash, JM '92, Robocod, for only £200 also extra Rapid Fire, joypad and Scart lead, its also converted for Genisis and Jap games. Double Wow!
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AMIGA 500 with 1meg upgrade, comes with 20 games, disk box, squik mouse, joystick, all the manuals, loads of magazines, Pal and Scart leads, worth over £650, sell for £310, buyer collects. Call Neil on 081-661 0586.
ARTARI LYNX II + Cal games, Blue Lightning, Ninja Gaiden and main adaptor, all boxed as new. £110 ono. Tel. (0606) 45956.
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MEGA CD + Megadrive with Jap and English tex switch, 2 arcade powerstick, 3 CD games, 1 cartridge, £400 ono inc. p&p, also Super NES scope gun (US) £30 only. Call Richard (0224) 826589, Tuesday after 5pm only.
MEGADRIVE, 5 top games, including Super Monaco GP, EA Ice Hockey, Sonic the Hedgehog, Eswat, Altered Beast, immaculate condition, all for only £150, worth £320, also Python 3 joystick, everything boxed or swap for Amiga A500. Phone John after 6pm on 091-581 5281.
MEGADRIVE 8 months old, Master System convertor, extra control pad, 13 Megadrive games, 4 Master Systems games, worth nearly £700, sell for £420 ono, also Atari 520STE monitor, printer, magazines, games, extra joystick, etc, worth £900+. sell for £500 ono. Contact Harry on (0438) 367897.
PC ENGINE, Super Grafx for sale with 13 games and 2 joypads, worth about £400 for you a mere £250, boxed as new and in good condition. Phone Matthew at 6pm and onwards on 081-844 1688.
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AMSTRAD CPC464 50 games, colour monitor, 6 months old, bargain at £100. Contact Alex on 081-998 9495, after 6pm. All leads games as new areall brill!, brilliant offer you won't get a better deal! £100, cheers!
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WISH TO SWAP Lynx (1) including C.Games, Mains Adaptor, Multi Player Lead for Lynx 2, must be in Good Condition. Also over 150 Commodore 64 Cassette Games for sale, all in Good Condition from £1, Contact (0709) 877458 anytime. (all boxed).
I WILL SWAP my Gameboy plus 3 Games including Baseball for a Megadrive including Sonic if possible. If interested phone (0925) 730236 and ask for Gareth.
GB SWAPS. Turtles 1, Hyper Load, Spiderman, T2 for Joe = Mac, F1 Race, Hunch Back, Batman 2. Call James (044282) 5204 or 5487.
I WILL SWAP my Gameboy + 9 Games for SNES or sell price negotiable. Phone 081-866 6977.
SEGA MASTER SYSTEM, Boxed as new, 3 Games, £90 or swap Lynx 2 with Games. (0242) 577105. Beware Dad's answering Machine!
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SUPER NINTENDO Swaps USA WWF Wrestling for Castlevania 4 USA UN Squadron for Zelda 3 USA and Jap Adventure Islands for any other Jap Super SNES Games. If interested phone (0803) 329120. all offers considered.
I WILL SWAP Quackshot or Barcelona '92 or Wrestle War for Fighting Master, GB Megadrive. Phone (0209) 216517 and ask for Darren 4:00pm.
SWAP MY Mr Kamatsu and Altered Beast for any one UK Game. Phone (0252) 331895.
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SUPER FAMICOM Area 88 Jap, will swap for Final Fight, Castlevania, Contra or any other game considered. Phone (0803) 311685.
SWAP AMIGA for PC (386, vga colour) or 2 Consoles with Games (SNES, Megadrive, GG, Lynx). Sell £250. Phone Daniel 081-813 6782.
SWAP OR SALE. Dark Caste, Altered Beast (Megadrive) £18 each. Any swap considered. Tel: Chris (0272) 373973.

MART 

WILL SWAP Golden Axe 2 for any decent Megadrive Game, especially looking for EA Hockey or Strider. Willing to pay up to £12 extra. My cartridge is boxed and in A1 condition. Tel 061-748 6155 (evenings only)
I WILL SWAP my John Madden '92, EA Hockey, Wrestle War, Golden Axe, Bonanza Brothers for Tazmania, Olympic Gold, Speedball 2, Road Rash, Mickey Mouse, Streets of Rage, A.Kidd, World Cup Italia '90. Any other games considered. Phone Simon (0362) 693676.
I WANT to swap my Nintendo NES plus 2 Games for Sega Megadrive. Phone Daniel on (0628) 22678.
MEGADRIVE DEAL wil swap Quackshot for your Road Rash or Monaco GP. Interested? Write to: 4 Lisker Drive, Otley, W.Yorks.
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I'LL SWAP MY Master System with 5 Games including Sonic, Alex Kidd, Castle of Illusion, California Games and Afterburner, Boxed, 2 Joysticks, Boxed for your Jap Megadrive with Sonic and other game. Phone 452970.
I WILL SWAP my Amstrad GX4000 with 2 Controllers and 1 Game for Asterix and Sonic for the Master System. Phone me after 5.30pm and ask for Gareth, the number is (0222) 562582.
HEY YOU I'll swap my Gynoug (Jap) for Zero Wing or Spiderman for Super Off Road. Phone (0537) 55342 and ask for Mat after 5pm or write to: The Grange, Cold Newton, Leics LE7 9DA. PS will consider other games.
SWAP MEGADRIVE Golden Axe 2 for Mickey Mouse 1 and John Maddens for Revenge of Shinobi. Phone (0252) 331895.
SWAP MEGADRIVE Games, Phelios, Shadow of the Beast, Golden Axe, Pitfighter, Might and Magic, Phantasy Star III for Desert Strike, Eswat, Fatal Rewind, Populous, Rings of Power, Thunderforce III, or any other good games. 081-575 7126 ask for Steve or Caz.
SWAP all the Complete Guides to Consoles for a USA SNES Game. Phone 061-798 8241.
I WILL SWAP my NES with Mario1, Chip n' Dale Rescue Rangers, 2 Controllers for a Megadrive with Sonic the Hedgehog Game, some Controllers and 1 more game. Phone (0276) 65973 and ask for Jake. I'm very desperate.
MASTER SYSTEM + Gameboy with Games to swap for Megadrive or SNES with Games. Also Gamegear for sale with lots of Games. All offers considered. If interested phone Danny on (0372) 378480. Master System comes with £25 Joystick. Phone NOW!!!
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SWAP MY unopened Streetfighter 2 for Top Super NES Games, also Megadrive stuff available. Please ring 021-459 7576.
I WILL SWAP Rescue Rangers for Turtles II. Phone me on 021-427 7022.
SWAP Super Tennis and Grand Prix for either Golden Axe or R-Type, if interested, phone (0444) 401368 (Master System).
I WILL SWAP 2 Megadrive games for a Game Gear TV Tuner or Pocket TV. Tel. 041-942 8206, preferably in Glasgow.
SNES GAME to swap, Castlevania 4, any game considered, Phone. (0273) 775796, ask for Tom.
THE DEAL OF THE CENTURY! I am willing to swap my Megadrive (boxed with 4 games) and Mean Machines Issues 2-24 (excellent condition), for Amiga 500, must have 1meg upgrade, no games necessary, or will sell for £220 ono. Tel. (0532) 892623.
SWAP, my 4 excellent Megadrive games, worth £150 for your Game Gear with 1 game. Phone Craig on (0222) 693119, quick!
WOW! I'll swap my Gameboy with 5 great games: Tetris, Spiderman, Ducktails, Revenge/Gator, Golf (all in mint condition), worth £150, for 3 decent (75%+) Megadrive games (UK, Jap or US), must be boxed & instructions. Phone Steve on 081-777 8719.
AMIGA A500 with mouse, joystick, 20+ games, utilities and demos, will swap for a UK Megadrive with 6+ games and any perphirals or will sell Amiga for £300. Phone (0765) 658248, and ask for Ben (North East).
FOR SWAP EA Hockey, Populous, Eswat (Jap) and Robocod. Swap for any other good games. Phone Richard on (0481) 64602.
SWAP MEGADRIVE plus 5 games, Pro-2, joypad for SNES (UK) with Super Mario, S/Fig II, WWF, UN Squadron. Call Lee on (03224) 41926.
KRUSTY'S Super Funhouse and Super WWF for swap for any good game, like Turtles 4, Castlevania, Battletoads, Geoman the Warrior and any other good game.If interested, phone Andy on (0744) 811280, about 5.30pm.

NINTENDO SWAPS, Tiger, Heli, Quantum Fighter, Silent Service, Mega Man 2, Snake Rattle 'n' Roll, Shadow Warrior. Phone Mark on (0977) 518038, after 6pm.
SWAP NES Action Set, with 5 games for Megadrive with game or sell for £125. Tel. Steve ob 061-633 7529.
SWAP, NES Chip 'n' Dale and Hyper Soccer for Turtles 2 and Double Dragon 3, will spilt. I live in Ireland. Phone (0902) 78320.
SWAP my Super Famicom (Scart) with JB King joystick and 11 games in good condition for Amiga 500 with 1meg upgrade, printer and games in good conditon. Call David (0239) 811541, after 6pm (W. Wales).
MEGADRIVE GAMES for swap. Hellfire, JM '92, Decap Attack, decent games rated 80%+ in Mean Machines, considered. Phone Ben on (0376) 516752.
NINTENDO GAMEBOY 12 games, all on 2 cartridges, games include: Super Mario, Gremlins 2 and Tennis, carry case, play and go and magnifier. Swap for Super Nintendo plus game(s), or sell for £120 ono. Phone Alex on (0582) 461268 (Herts), anytime.
SUPER R-TYPE, Super Mario 4 swap for Final Fight (Jap), Smash TV, Pilotwings, Lemmings, etc. Phone 021-707 2257 (Birmingham area).
SWAP 21" multi-system television and Super Grafx CD-Rom plus £2,000 worth of software for a PC compatible 386 DX 40MHz S-VGA, must have ad-lib and Roland sound board and some games, inc. Monkey Island 2. Contact Neil on (0234) 359174.
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MEGA MAN 3 swap for Smash TV. Phone James on Nottingham (0602) 266833 (on NES).
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WILL SWAP my Phantasy Star III for Bulls vs. Laker or Lemmings. Call now on (06487) 63631, after 7pm.
MEGADRIVE GAMES to swap, Strider, Truxton, Sonic, Mystic Defender, Outrun, Super Hang On, Desert Strike for Road Rash, Herzog Zwei, Zero Wing, Ghouls 'n' Ghosts, Kid Chameleon, Golden Axe 2 and Eswat, will swap separately. Phone Matthew on (0222) 235531.

WANTED

SEGA TV Adaptor for Gamegear £45 also Gear Master Converter £10, ask for Linda on (0954) 781676.
MEGADRIVE and games wanted, Tasmania, PGA, Terminator, Strider, Monaco, Pitfighter, Oympic Gold, Lemmings, Chuck Rock, any good games considered. Tel. (0392) 52193.

WANTED Civilization for the Amiga, will swap for Leisure Suit Larry 5 or Epic or Populous 2 or Realms or Black Crypt, all Games in Excellent Condition, all Original. Please write to: Simon Law, 88 High Street, Crediton, Devon EX17 3LB.
YO! I want your Gamegear Games, especially GG Shinobi and Super Kick Off. Will pay £1 also want Mastergear. Call (0938) 555166.
WANTED: Super NEs or Super Famicom Games, must be Boxed with Instructions, send list and prices to; Andrew Bignell, 22 Beauchamp Road, Hollington, St Leonards on Sea, Sussex TN38 9HW.
PC ENGINE Handheld or Lynx 2 with Game/s. Will swap for Mini TV and Slim Sony Walkman worth over £150 plus I will add £50. Contact Danny-D at: School House, Kent College, Canterbury, Kent CT2. Will consider selling above separately. See-Ya!
WANTED Megadrive Lakers v Celtics. Please write for swaps to: Robin Norton, 18 Castle Road, Woodford Halse, Daventry, Northants NN11 6RS.
WANTED Super Nintendo Sports games, particularly American Football, Baseball, Driving, also Flight Sims upto £25 paid. Call Paul on 081-504 1106.
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WANTED SEGA or Nintendo Games or Consoles, will consider part exchange. Phone Clare on (0438) 367406.
WANTED! Rushing Beat (Jap) and the UK convertor, will pay £30-£40, if interested, call 081-889 5147, and ask for Chris.
SUPER NES/FAMICOM games wanted. Tel. Ben on (0422) 310383, or write: 94 Hoults Lane, Greetland, Halifax, W.Yorkshire HX4 8HN.
I WILL BUY your unwanted games, fro the following machinesonly: Megadrive, NES, SNES, Lynx, Game Gear, Master System, Gameboy and PC Engine. Just send your lists to: Kevin Lampard, 25 Scott Avenue, Great Amwell, Stanstead Abbotts, Hertfordshire.
WANTED Donald Duck or Asterix or Mickey Mouse for Sega Master System, I'll pay £10-£15, if interested, phone (0444) 401368.
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WANTED; Gameboy, I'll pay £30-£40. Megadrive games, I'll pay £10-£20. Megadrive joypad, I'll pay £7. Gameboy games, I'll pay £7-£12.OK. That's all, contact: Jonathan Colley, 62, 7th Avenue, Tang Hall, York YO3 0UQ. I don't buy Japanese or faulty games.
SUPER NINTENDO and games wanted, games and console, bought separately. Tel. (0392) 52193.

PEN PALS

HI! We're 2 Female Megadrive and Master System owners. Write to: Laura (13) at: 4 Charlwood Gardens, Burgess Hill, West Sussex RH15 0RE or Geraldine (14) at: 2 Winkhurst Way, Burgess Hill, West Sussex, RH15 0RE. England. Boys and USA Pals Welcome!

HI! I'm 15 years old and I'm after contacts for Amiga. Contact Christian at 16 Mallows Green, Harlow, Essex CM19 5SA.
ATTENTION! I would love a Pen Pal, aged 9 to 12. Must be into Sega, especially the Megadrive! Write to: Patrick Warren, 46 Ash Combe, Chiddingfold, Surrey GU8 4RZ.
GIRLS HI! I'm 17-years-old and I want to be your Pen Pal, 16+, please write to: Barry Fisher, 6 Beech Street, Paddock, Huddersfield, HD1 4JN, for friendship, relationship, I await your reply,I have a Megadrive.
HI GIRLS, if you like Ten-pin Bowling, any Monty Python films, U2, Megadrives and hate Glasgow Rangers, write to: Paul, 65 Corban Ave., Ennishillen, Co. Fermanagh, N.Ireland. Please send photo by the way I'm 16, here from you soon, thanks.

MISCELLANEOUS

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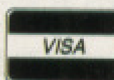
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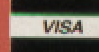
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SPOTLI

MEGADRIVE

AYRTON SENNA'S SUPER MONACO GP II BY SEGA
PRICE £39.99

This follow-up to the classic Megadrive racing game has plenty going for it, what with Ayrton Senna's advice corner and the opportunity to take on the man himself in a series of one-on-one races. Other than that, it's a lot like the original Super Monaco GP, with the same excellent gameplay and top graphics - but this version is a lot more challenging. The world circuit option has all 16 major world tracks in it, and getting to the top of the table guarantees hours of fine racing action. If you already have the original Super Monaco in your cart collection, take a look before you buy because it is very similar. However, if you've just got your Megadrive and fancy owning one of the greatest road racers money can buy, take a look at Ayrton Senna's Super Monaco GP II - it leaves the others on the starting grid.

PRESENTATION 92%
GRAPHICS 85%
SOUND 85%
PLAYABILITY 94%
LASTABILITY 93%

OVERALL 94%

FASTEST ONE BY NITSIBUTSU
PRICE £IMPORT

Let's make no bones about it, Fastest One is the biggest pile o' cack yet to materialise in cartridge form. Basically, the game is a split-screen one or two-player racing game once again using the Formula One cars. The game completely fails to deliver on every count. The graphics are incredibly awful. The 3D update is jerky and unconvincing and the accompanying "sound" is almost bronchial in its wheeziness. If it was fun to play, this could be forgiven, but it isn't at all. The controls are unresponsive and unrealistic and the racing action is about as exciting and satisfying as smashing your head against the wall. Even the two-player mode doesn't help to save this god awful game.

PRESENTATION 39%
GRAPHICS 20%
SOUND 19%
PLAYABILITY 35%
LASTABILITY 29%

OVERALL 29%



FERRARI GRAND PRIX BY FLYING EDGE
PRICE £39.99

The Flying Edge's Megadrive debut is definitely a game of two halves. The front end is truly excellent, offering options and a constructor's screen that puts it head-and-shoulders ahead of the likes of Super Monaco GP II! Unfortunately, however good this is, it's nothing if the actual in-cockpit racing action doesn't measure up. This game has a very sad attempt at 3D update, which while not being quite as awful as Fastest One, is still sub-



standard to say the least. The opposing cars are also graphically inept. Even when you're right up behind them, they're still too titchy to really be Formula One cars - the graphic artist of this game obviously has no sense of scale. What's more the gameplay is dire. I'm not surprised that Ferrari haven't been able to get their hands on the World Championship if their cars handle as bad as this game suggests. With the likes of Super Monaco GP II out now, there's no excuse to buy this lame, stunted effort.

PRESENTATION 82%
GRAPHICS 42%
SOUND 39%
PLAYABILITY 44%
LASTABILITY 44%
OVERALL 44%

MEGATRAX BY NAMCO
PRICE £IMPORT

Oh no! Namco haven't had much in the way of luck with Megadrive games with only Rolling Thunder II cutting the mustard, as it were. Megatrax is one of their earliest titles. What's more it's completely pathetic. It's a split-screen scrolling effort, with one or two players taking their Megatrax (that's quad-bikes to you and me) around a number of visually deficient dirt tracks. Although the prospect of simultaneous two-player racing is very appealing, this game ruins it all heinously by being completely dull to play. There's no real feeling of speed when driving and the control response is dodgy too. Once again, another Megadrive racing game lacking in the goodness department. "Steer" well clear.

PRESENTATION 30%
GRAPHICS 29%
SOUND 27%
PLAYABILITY 35%
LASTABILITY 32%

OVERALL 33%

OUTRUN BY SEGA
PRICE £34.99

The coin-op version of Outrun had an incredibly simple formula. Take a beautiful sports car, add in varied scenery and amazing graphics, and round off the effect with a hydraulic cabinet. It was an instant success with home conversions appearing on just about every console and computer. This Megadrive version captures

GHT

In this, the first of a new series of features, MEAN MACHINES takes a look at all the Sega games of a certain gaming genre and rates them all individually in a series of concise reviews. This month, Richard Leadbetter takes a look at just about every driving game available for the Megadrive, Game Gear and Master System!



the graphics and sound of the original quite well, but something is severely lacking on the gameplay front. First of all the car doesn't control anywhere near as well as the coin-op, making for some very frustrating crashes. Secondly, even though you do tend to crash too much, the game is incredibly simple to complete.



Experienced gamers are bound to finish it in one go and even novices will finish it within one session. With a bit of control tweaking and a sterner challenge, this could have been something special.

PRESENTATION 66%
GRAPHICS 75%
SOUND 79%
PLAYABILITY 77%
LASTABILITY 59%

OVERALL 69%

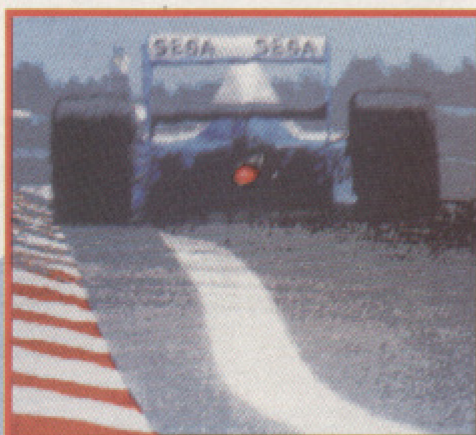
ROAD RASH
BY ELECTRONIC ARTS
PRICE £39.99
Months after its release Rash remains one of road racers money c You are a "road rash greasy biker sort who part in illegal high-speed ing on the highways of five different areas in the middle



of the United States. Road Rash has excellent graphics, with smooth, very convincing 3D update and great sprites. The sound is similarly awesome, boasting screeching engines and fitting music. Gameplay-wise, it can't be beaten. The urgency of the race is exciting enough, but being able to grab a club and mercilessly bludgeon your opponents off the road makes it even better! Road Rash is an essential game to have in your Megadrive collection. Roll on Road Rash II!

PRESENTATION 91%
GRAPHICS 92%
SOUND 91%
PLAYABILITY 94%
LASTABILITY 91%

OVERALL 92%



SUPER MONACO GP
BY SEGA
PRICE £34.99
Talk about value for money! This game has all the thrills, spills and features of the original coin-op. What's more, there's a special World Championship option that includes every single track in the current Formula One season! Cool eh? Super Monaco GP is an extremely polished game. The graphics and 3D all convey the feeling of speed incredibly well, and the gameplay is nigh-on perfect with the car responding to joypad command perfectly. Definitely superior to most Megadrive road racers, Super Monaco GP is a great buy - but check out the sequel first.

PRESENTATION 80%
GRAPHICS 85%
SOUND 77%
PLAYABILITY 91%
LASTABILITY 85%

OVERALL 87%

SUPER HANG-ON
BY SEGA
PRICE £19.99
Straddle your high-power bike and race through four different courses in this top Megadrive translation of the original Sega coin-op. This cart manages to contain all of the playability of the coin-op, coupled with slick audio-visuals. What's more, since the game is getting on a bit now, Sega have re-released it with the magical £19.99 price tag! Definitely worth getting if you enjoyed the coin-op, or if you're after a decent Megadrive game at a bargain price.

PRESENTATION 90%
GRAPHICS 84%
SOUND 87%
PLAYABILITY 90%
LASTABILITY 87%

OVERALL 89%

TURBO OUTRUN
BY SEGA
PRICE £34.99
Sega had a chance to put right the gaming debacle that is Megadrive Outrun with a conversion of the arcade follow-up, Turbo Outrun. Unfortunately, they fumbled it pretty early on by entrusting the programming to Tiertex - the same people who completely ruined the computer versions for US Gold. True to



form, the same programmers have made a complete pig's ear of the Megadrive conversion. The graphics are awful, with an unrealistic 3D playing area and a lack of speed. What's more, the gameplay itself bears little resemblance to the original arcade machine. Surely this is the whole point of an arcade conversion?

PRESENTATION 50%
GRAPHICS 42%
SOUND 40%
PLAYABILITY 42%
LASTABILITY 41%

OVERALL 42%

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MASTER SYSTEM

ARYTON SENNA'S SUPER MONACO GP II BY SEGA
PRICE: £32.99

Ex-world champ, Ayrton Senna (how d'you feel?) endorses what ranks as one of the worst Master System racing games yet to appear. On the plus side, this game has excellent presentation. There are decent title screens, a good constructor's screen and a password system. However, the game is severely lacking in the playability stakes. The speed of the game is just too plodding to be true. Travelling at speeds approaching 200mph looks little different from plodding along at 50mph! The gameplay is unrealistic and the controls unresponsive. Avoid this game at all costs - the original is far superior.

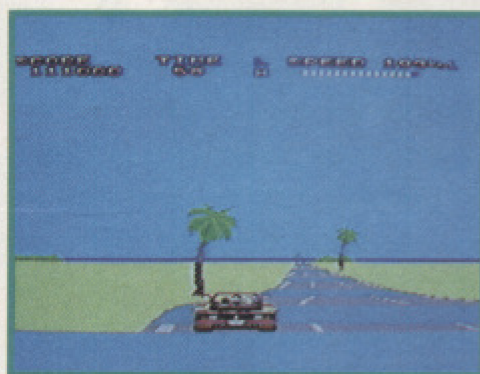
PRESENTATION 87%
GRAPHICS 55%
SOUND 34%
PLAYABILITY 46%
LASTABILITY 32%

OVERALL 41%



BATTLE OUTRUN BY SEGA
PRICE £29.99

Battle Outrun is little more than a Chase HQ clone using the "pull" of the Outrun name to boost sales. That said, this game isn't bad at all. Just like the Taito coin-op, it's your job to speed along the 3D roads, bumping criminals off of the road. In addition, you can use the cash earned from busting crooks to do up your Ferrari with all manner of crime-busting devices. Cool eh? Well, Battle Outrun is quite a good little game, only suffering



from a lack of challenge. It's the easiness of the game that makes Chase HQ the better choice if bumping people off the road is your bag.

PRESENTATION 79%
GRAPHICS 80%
SOUND 69%
PLAYABILITY 82%
LASTABILITY 77%

OVERALL 80%

CHASE HQ BY TAITO
PRICE £29.99

Taito's Chase HQ coin-op stirred up quite a storm when it was first released in the arcades. It took the conventional 3D road race and added in police pursuit aspects! The general idea is to locate five criminals (each trying to escape the law in their



high-powered sports cars) and bump them off the road. This Master System conversion obviously can't reproduce the top graphics of the original. However, the gameplay is captured pretty well and the game packs quite a challenge. Well worth taking for a spin.

PRESENTATION 84%
GRAPHICS 81%
SOUND 70%
PLAYABILITY 87%
LASTABILITY 85%

OVERALL 86%

ENDURO RACER BY SEGA
PRICE £9.99

Yet again, another Sega racing game hits the Master System. This one is probably the worst yet seen on the 8-bit system. First of all, it's nothing like the original 3D coin-op. In fact, it's been transformed into a tepid isometric 3D effort devoid of any redeeming features whatsoever. The graphics are



small, deformed and don't portray the action very well at all. The sound is a moronic collection of bleeps and booms. The gameplay is tedium incarnate, promoting boredom in a matter of minutes. Even at the budget price of £9.99, this game is a waste of money.

PRESENTATION 40%
GRAPHICS 29%
SOUND 31%
PLAYABILITY 32%
LASTABILITY 31%

OVERALL 32%

FIRE AND FORGET II BY TITUS
PRICE £29.99

Titus aren't exactly renowned for their quality console products, but Fire and Forget II is a surprisingly decent effort. Basically it's your common or garden 3D road racer, with the



added benefits of massive amounts of blasting action thrown in for good measure. This formula makes for a very enjoyable, action-packed game, and the decent graphics and sound are the icing on the cake. One of the best road racers for the Master System, Fire and Forget II is definitely worthy of a place in your collection.

PRESENTATION 83%
GRAPHICS 83%
SOUND 79%
PLAYABILITY 87%
LASTABILITY 85%

OVERALL 86%

OUTRUN BY SEGA
PRICE £29.99

Sega's classic coin-op - one of their most successful of all-time - was one of the first Master System games ever released. Hailed by some as "indistinguishable" from the coin-op, it was an instant hit. In actual fact, it bears only the most superficial resemblance to the coin-op, but in the gameplay stakes it scores quite well with just about every feature from the arcade machine present. Although the game isn't as good as say, Fire and Forget II, it's still well worth taking a look at.

PRESENTATION 79%
GRAPHICS 77%
SOUND 69%
PLAYABILITY 81%

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LASTABILITY 80%

OVERALL 80%

OUTRUN 3D
BY SEGA
PRICE £29.99

There's not really much we can see say about this game that hasn't been mentioned in the review of Master System Outrun. That's because the game is virtually identical in every respect. The only difference (obviously) is that the screen has been updated to work with the Sega 3D system. Otherwise, the same comments apply.

PRESENTATION 79%
GRAPHICS 78%
SOUND 69%
PLAYABILITY 81%
LASTABILITY 80%

OVERALL 81%

OUTRUN EUROPA
BY US GOLD
PRICE £29.99

There's a great idea behind this pseudo-sequel to Outrun. Your Ferrari has been pinched, complete with top secret documents. Now you've got to give chase in a number of different turbo-charged vehicles in order to get your documents back and save the day. The problem with this game is that there's just not enough variety. Each of the vehicles has exactly the same potential speed and abilities, and the difference between the levels is not really that noticeable. What's more, the 3D update is extremely jerky, making for some playability problems.

PRESENTATION 77%
GRAPHICS 76%
SOUND 69%
PLAYABILITY 66%
LASTABILITY 62%

OVERALL 63%

RC GRAND PRIX
BY SEGA
PRICE £29.99

Here's a novelty. Instead of getting behind the wheel of some top sports car, RC Grand Prix give you remote control over a dragster model, burning around several courses in search of that elusive win. This game is quite playable and should appeal to younger players. More experienced gamers will probably get to the end of this very quickly and there's not much



to bring you back for more. Perhaps if the game had a simultaneous two-player mode there'd be more to keep you coming back...

PRESENTATION 71%
GRAPHICS 75%
SOUND 67%
PLAYABILITY 77%
LASTABILITY 66%

OVERALL 70%

SUPER MONACO GP
BY SEGA
PRICE £29.99

Just like Enduro Racer, Super Monaco GP bears very little resemblance to the stunning arcade machine. It is in fact, a split-screen road racer allowing one or two players to zoom around the courses that make up the Formula One grand prix circuit. The gameplay is fast and packed with action. The two-player mode makes things all the better. Well worth investing in if you're after a decent sports sim. If however, you're after a conversion of the coin-op, you're more than likely to end up disappointed.

PRESENTATION 88%
GRAPHICS 78%
SOUND 58%
PLAYABILITY 78%
LASTABILITY 80%

OVERALL 79%

GAME GEAR

CHASE HQ
BY SEGA
PRICE £19.99

Jump into a high-power Porsche with Raymond and Tony - the best cops from the Special Chase Investigations department. Their jobs are remarkably simple. Five master criminals are attempting to leave the city in their sports cars and it's their task to stop them. Luckily, the Porsche is armour-plated, so the best way to achieve this is by barging the enemy car off the road! This game is much like the Master System version in terms of playability, apart from the fact that it's a lot faster and the presentation is much improved. Well worth a gander.

PRESENTATION 88%
GRAPHICS 87%
SOUND 70%
PLAYABILITY 87%
LASTABILITY 85%

OVERALL 87%

OUTRUN
BY SEGA
PRICE £19.99

After selling loads on the Master System and Megadrive, Outrun finally appears for the Game Gear. What's more, it isn't really that bad at all. Just about all the courses and obstacles from the coin-op have made it into the conversion, along with the four different tunes to





swing your pants to while you drive. The only problem with the game is that it is far too easy. A few goes is all that's required to finish the game and there isn't much to get you back to the Game Gear after that.

PRESENTATION 79%
GRAPHICS 80%
SOUND 69%
PLAYABILITY 75%
LASTABILITY 61%

OVERALL 64%

SUPER MONACO GP
BY SEGA
PRICE £19.99

The Game Gear version of Super Monaco GP fails completely as a coin-op conversion. If the game didn't have the Monaco course, Sega could have given this game just about any title. This could be forgiven if the game was fast and playable. Unfortunately, this game is just too dull for words. The graphics are boring, the sound tedious and the gameplay is severely lacklustre.

PRESENTATION 59%
GRAPHICS 67%
SOUND 49%
PLAYABILITY 57%
LASTABILITY 59%

OVERALL 58%

GAMES INDEX



MASTER SYSTEM



MEGADRIVE



GAME GEAR

This is THE definitive Complete Sega Game Guide. Every game is exhaustively tried, tested and rated.

MASTER SYSTEM

ACE OF ACES
Take on the Red Baron in this WW1-based flight sim/shoot 'em up. Actually, you'd better not, because shambling graphics, poor sound and virtually zero playability make Ace of Aces a full-blown loser. Oh dear.

OVERALL 29%

ACTION FIGHTER
Take to the roads and skies in your transforming motorcycle/plane in Action Fighter - a conversion of Sega's ancient vertically scrolling shoot 'em up. Whilst looking a bit dated, Action Fighter's simple gameplay is still quite addictive, and the colourful graphics and bouncy tunes accompany it well.

OVERALL 84%

AERIAL ASSAULT
Aerial Assault is a horizontally scrolling shoot 'em up in the mould of UN Squadron stacked with power-ups and flaming death. The graphics are quite simple and the sound is unappealing, but Aerial Assault is quite good fun. Be warned however, it won't take long to complete.

OVERALL 82%

AFTERBURNER
Arcade Afterburner was enjoyable because of its moving cabinet and fab graphics and sound. Sadly, the Master System has none of these, and the basic game itself is really quite dull (and very easy). Only for real coin-op fans.

OVERALL 51%

ALEX KIDD IN MIRACLE WORLD
This is the first in the Alex Kidd series, and it's still one of the best. The blend of platforming and puzzles works well and although the graphics aren't so hot they don't detract from this entertaining platform romp.

OVERALL 86%

ALEX KIDD IN HIGH-TECH WORLD
A continuation of the Alex Kidd saga, this is essentially much of the same - more wacko platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing that makes this any better than the original.

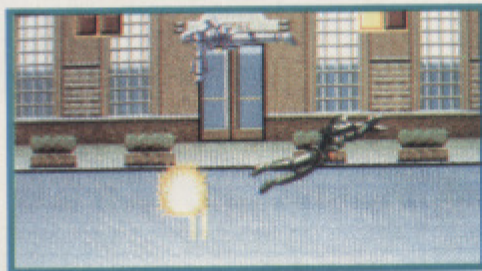
OVERALL 76%

ALEX KIDD IN SHINOBI WORLD
The latest and greatest Kidd game. Al now has the powers of Ninja magic and must traverse a parody of the Shinobi landscape to rescue his girl. This is a humorous and very playable cart with smart graphics and okay sound. Recommended.

OVERALL 90%

ALEX KIDD AND THE LOST STARS
Once again Alex must don his puzzle solving/platforming trousers to save the day. More cute sprites, general colourfulness, jolly tunes and fun gameplay. Although it's very similar to the other games in the series, Kidd fans should take a look.

OVERALL 80%



ALIEN STORM
You are Gordon the hot-dog man (or his robot assistant) and you must rid the world of an alien menace in this Golden Axe-style game with shoot 'em up overtones. Sadly, the graphics are the best thing about the game are the graphics - and they're crap. Avoid this one.

OVERALL 38%

ALIEN SYNDROME
This gory blaster was a big arcade hit, and on the Sega it's not bad either. The graphics are of a high quality and it's fairly playable, but the poor scrolling makes it difficult to see what's coming at you. This tends to make things a bit hard, so only experienced gamers should go for this one.

OVERALL 73%

AMERICAN BASEBALL
Cor blimey, a baseball game. This one's got good graphics, plenty of options and is pretty fast paced. If it's baseball you're after, this is the cart for you.

OVERALL 74%

AMERICAN PRO FOOTBALL
Although this has been out for a while now, it's still the best American Football game on the Sega. The graphics are great, the sound is good, there's lots to do, it's pretty challenging and very playable indeed. Certainly one for the collection.

OVERALL 95%

ARCADE SMASH HITS
This is potentially a great game. Missile Command, Breakout, and Centipede are converted onto the Master System and bundled together on one cartridge. The only problem is, Missile Command is the only half-way decent game out of the lot of them and none of them at all are accurate conversions of the original. A wasted opportunity.

OVERALL 51%

ASSAULT CITY
It's Op Wolf time with Assault City. Shoot those robots to make the world a better place. Assault City's graphics are quite jolly, and the game is fun, although somewhat easy. One for non-light phaser owning Operation Wolf fans.

OVERALL 70%

ASTERIX
Take the mantle of both Asterix and Obelix in this new platform adventure. The graphics are great, the sound's not so bad and it's pretty playable. Unfortunately, there are a few instant-death frustrations and pointless infinite continues. Still, overall it's a pretty good game.

OVERALL 80%

ASTRO WARRIOR/PITPOT
A very old cart, this, but it's still not bad. Astro Warrior is a decent enough up-screen blaster and Pit Pot is a fun original game which rounds the cart out quite nicely. If you can find this for a bargain price it's worth a look.

OVERALL 79%

AZTEC ADVENTURE
Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!

OVERALL 38%

BACK TO THE FUTURE II
As Marty McFly you must beat five levels of platforming, jet-skating and puzzling. That is, if you don't fall asleep first. Yes, this is a proper snooze - and it's frustrating to boot. Add the poor presentation to this and forsooth - 'tis but a turkey.

OVERALL 37%

BACK TO THE FUTURE III
Marty is back! Featuring great graphics and sound, this is a fun game which is ultimately let down by the fact that it only has three levels and doesn't take long to finish.

OVERALL 68%

BANK PANIC
This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination. The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and well worth having a look at.

OVERALL 78%

BASKETBALL NIGHTMARE
Featuring very impressive, beautifully animated in-game screens, this basketball game looks great! But when it comes to playing the game, it's all rather simplistic and dull and the end result is a mediocre basketball game with some very fancy graphics.

OVERALL 56%

BATTLE OUT RUN
Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape! Although Battle Out Run isn't as challenging as Fire and Forget II, there's enough in there to warrant purchase - give it a go if you're into fast action.

OVERALL 80%

BLACK BELT
Take control of a kung-fu expert and battle it out across a horizontally scrolling landscape beating seven kinds of shinola out of anyone stupid enough to cross your path. It's definitely one of the better Sega beat 'em ups around, and is highly recommended.

OVERALL 81%

BLADE EAGLE 3D
One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or 3D Out Run.

OVERALL 51%

BOMBER RAID
Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with the intent of causing as much damage as possible. It's pretty good fun, but the game isn't difficult to beat, so although you tend to play it a lot at first, it doesn't take long before you finish it and become bored.

OVERALL 71%

BONANZA BROS
A conversion of the so-so coin-op, Bonanza Bros plays much the same as the original, but is far too easy to complete and only has a one-player option. Doh! Not the greatest cartridge money can buy...

OVERALL 57%

BUBBLE BOBBLE
Acknowledged as one of the best coin-ops ever, Bubble Bobble has at last made it to the Master System. And hooray for us because it's great. All the levels are here and it's rock hard - you won't complete this one overnight that's for sure. There is some slow-down and sprite flicker however, so be warned.

OVERALL 85%



CALIFORNIA GAMES
This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing. The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.

OVERALL 93%

CAPTAIN SILVER
This dire hack 'n' slash game was originally a coin-op - so it'll come as no surprise that it completely bombed. The graphics are crap, the sound is woeful and the gameplay is poor.

OVERALL 47%

CASINO GAMES
Casino is a gambling game which offers three basic things to choose from: cards, slot machine and pinball. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things up and you'll soon find yourself wanting more for your money.

OVERALL 46%

CHASE HQ
This race 'n' chase 'n' crash 'n' burn game is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.

OVERALL 86%

CHOPLIFTER
With excellent graphics and challenging gameplay, Choplifter is one of the best horizontally scrolling shoot 'em ups around. Take it for a flight.
OVERALL 89%

CHUCK ROCK
One of the best platform games on the Master System, Chuck Rock scores highly owing to its highly enjoyable gameplay and superb graphics and sound. Well deserving of your hard-earned cash.
OVERALL 90%

CLOUD MASTER
Featuring simple, colourful and very weird graphics (like giant chickens and bowls of noodles), this shoot 'em up is a very straightforward and fairly enjoyable blast. Not great, but not bad either.
OVERALL 73%

COLUMNS
The colour-matching arcade puzzle action of Columns might not sound exciting, but it's one of the most addictive games available on the Sega. Play it and see for yourself!
OVERALL 90%

CYBORG HUNTER
The mission of this arcade adventure involves penetrating a well defended complex, destroying all the robots therein, and finally confronting the man behind it. It's all quite jolly and action-packed, but originality and good graphics are very thin on the ground.
OVERALL 71%

DEAD ANGLE
This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's and casts you as a copper on a mission to wipe out an evil gang. The graphics are great, with plenty of neat touches,and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.
OVERALL 83%

DONALD DUCK AND THE LUCKY DIME CAPER
Another Disney star gets his own Sega game, and once more it's a platform game. Luckily, Donald follows the Disney trend all the way and his game is excellent. It's also hard enough to keep you going for a-a-ages, so prepare to spend thy dosh on this fab cart.
OVERALL 92%

DOUBLE DRAGON
A fairly good version of the classic beat 'em up which is let down by its flickery graphics and rather low difficulty level. Beat 'em up beginners should enjoy the action, but experts will complete it quickly.
OVERALL 70%



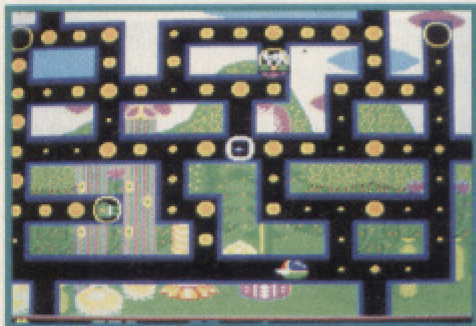
DYNAMITE DUKE
A slight twist on the Op Wolf format here sees you as Duke punching, stabbing and shooting your way across the globe facing opposition from evil all the way. Nice graphics, nice sound, shame about the game. It's fun at first, but it's quite repetitive and too easy. For coin-op fans only.
OVERALL 79%

DYNAMITE DUX
The graphics on this wild 'n' wacky duck-based beat 'em up are truly superb, with bazooka-carrying foxes, marauding moose heads and gangs of field mice all entering the fray. The gameplay is fun, but it's all a little too easy, so expert gamers won't get full value for money from it.
OVERALL 79%

ENDURO RACER
This motocross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through to the end in a single sitting. Zzzzz.
OVERALL 32%

ESWAT
After the rather nifty arcade game, this is a disappointment. Wimpy weapons, feeble graphics and five levels of not-very-difficult action means completing this takes very little time and effort.
OVERALL 59%

F16 FIGHTER
This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against the swarms of enemy aircraft and blow them up to keep in the game. The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.
OVERALL 48%



FANTASY ZONE
This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The gameplay is very addictive indeed, and there's plenty to challenge a hardened shoot 'em up fan.
OVERALL 87%

FANTASY ZONE II
A superb shoot 'em up, but suffers from being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.
OVERALL 88%

FANTASY ZONE III
Not a scrolling shoot 'em up this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day. The game is a load of fun and, although the graphics are simplistic, there's plenty there to keep anyone happy for days on end.
OVERALL 81%

FIRE AND FORGET II
Fire and Forget II's zoom-up-the-road action is very fast and pretty tough, almost to the point of being off-putting. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. A must for addicts of highway violence!
OVERALL 86%

FORGOTTEN WORLDS
Become a hard floating mercenary with a flying gun in Forgotten Worlds and shoot lots of things. Yes, it's a horizontally scrolling shoot 'em up. Sadly, it's spoilt by a fiddly control method and a lack of challenge. There are much better shooters than this on the Sega.
OVERALL 62%

GAIN GROUND
This conversion of the obscure Sega coin-op shows why it was never a hit. It's a kind of flick-screen Gauntlet clone, without the playability. There's no original ideas and it all gets very repetitive. Don't buy it unless you like average games.
OVERALL 62%

GALAXY FORCE II
Featuring four levels of 3D shooting action, truly marvellous graphics and gameplay that's challenging enough to keep you occupied for weeks, this is the best game of its type on the Sega.
OVERALL 85%

GANGSTER TOWN
This old, rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.
OVERALL 48%

GAUNTLET
The coin-op was a sensation when appeared in 1986, and this version has all the features of the original machine. With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.
OVERALL 90%

GHOSTBUSTERS
On the whole Ghostbusters is a great game. The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesisers. Still, turn down the volume and get bustin'...
OVERALL 86%

GHOST HOUSE
Ghost House's graphics are of the cute style - big heads, big eyes and little bodies - the sound is very jolly, and at its cheap price the addictive gameplay provides fun at a price every Sega owner can afford.
OVERALL 79%

GLOBAL DEFENCE
Known better to arcade goers as SDI, this missile-blasting game has excellent graphics. The gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with it, there's plenty here. Try before you buy.
OVERALL 80%

G-LOC
This is what Afterburner should have been. Loads of missions, tons of options, plenty of power-ups and enough variety to stop you getting bored. Shooting fans should be especially interested in this.
OVERALL 82%

GOLDEN AXE
Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.
OVERALL 92%

GOLFAMANIA
Golfamania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room. There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!
OVERALL 83%

GOLVELLIUS
RPG fans will be interested in this one. The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which require plenty of the old grey matter, check this one out.
OVERALL 81%

GREAT BASEBALL
Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.
OVERALL 70%

GREAT BASKETBALL
If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.
OVERALL 68%

GREAT FOOTBALL
Not soccer, as you might imagine - this is a simulation of American Football. If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.
OVERALL 67%

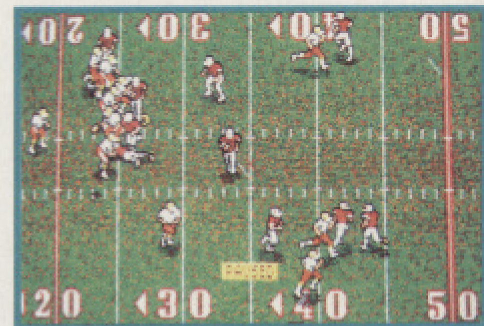
GREAT GOLF
If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfamania and Leaderboard, both which have better graphics, sound and playability.
OVERALL 71%

GREAT VOLLEYBALL
This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed, and as a result gets dull fairly quickly.
OVERALL 71%

IMPOSSIBLE MISSION
Impossible Mission sounds great, featuring highly atmospheric effects. It looks stunning. But more importantly it plays absolutely brilliantly. A fantastic game which is destined to become one of THE classic Sega titles.
OVERALL 97%

INDIANA JONES AND THE LAST CRUSADE
Indiana Jones and the Last Crusade is almost as hard as the hero himself! The graphics and sound are both good, and with five very challenging levels to battle through, this should appeal to those who like their games very tough.
OVERALL 86%

JUNGLE FIGHTER
Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game. There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough. Rastan fans might like it, but don't expect it to challenge you for long.
OVERALL 71%



JOE MONTANA'S FOOTBALL
The first John Madden's clone makes it over to the Master System, boasting plenty of action, loads of teams and billions of strategies. Unfortunately, it just doesn't work. The graphics are dull, responsiveness is poor and the slightly ropey collision detection spoils things further. Not too hot.
OVERALL 65%

KENSEIDEN
Action is thin on the ground, but what do you expect from a role-playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!
OVERALL 85%

KLAX
This superb puzzle game was all the rage in California a while ago. Finally it has wended its weary way to the Master System. So is it any good? Well, yes it is. If brainy-type japes are your bag, check this out.

ADVERTISEMENT INDEX

OVERALL 88%

KUNG-FU KID
Graphically similar in style to Ghost House, this platform game with kung-fu overtones is all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.
OVERALL 70%

LASER GHOST
A not-quite-conversion of Sega's funsome coin-op. Protect a possessed girlie by shooting all the regional ghosts, either with light phaser or cursor. Fiddly controls wreck things a bit, but it's still quite a jape with nice graphics and plenty of action. Light phaser owners should grab this.
OVERALL 76%

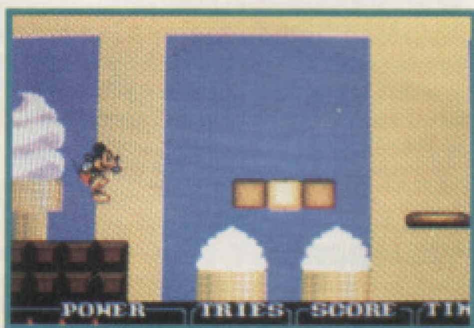
LINE OF FIRE
Another pseudo conversion from those Sega lads. This time the Op Wolf-style gameplay has been replaced by vertically scrolling shoot 'em up action. Trouble is, it's slow, dull and offers few thrills.
OVERALL 46%

LORD OF THE SWORD
Two game styles meet head-on in this role-playing game with arcade sequences. It's a nice idea in principle which doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.
OVERALL 74%

MARBLE MADNESS
A conversion of the cult Atari coin-op, this conversion retains just about all of the features of the arcade machine. Unfortunately, the game just plays too slowly and the control method is extremely dodgy to say the least. Disappointing.
OVERALL 70%

MAZE HUNTER 3D
Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes. The 3D effect is pretty good, and the game is fun to play, but not Earth-shatteringly brilliant. Not an essential purchase by any means, but if you're after something to go with your 3D glasses, this is worth checking out.
OVERALL 74%

MERCS
That last bastion of death, the coin-op Mercs makes its appearance on the Master System. It's violent, it's got good graphics, it's highly playable and it's also very easy. If you think you'll keep coming back to this game even when you've completed it (which should only take two goes at most), check it out.
OVERALL 81%



MICKEY MOUSE IN THE CASTLE OF ILLUSION
The epony-mouse (ho ho) does his stuff in this skill platform game. Great graphics and sound, loads of bonuses, great gameplay and a bit of a challenge make this a cart to get.
OVERALL 93%

MOONWALKER
Aaoow! Strut your thang in Moonwalker, a platform shoot 'em up starring none other than Michael Jackson himself. The graphics are smart, and it's pretty playable, but be warned, it does get pretty repetitive. Jacko fans and diehard platformers will love this, though.
OVERALL 80%

MS PACMAN
Gobble dots! Dodge ghosts! Lapse into a coma! Ms PacMan is just regular PacMan with knobs on, even the competitive two player mode wanes after a while, so don't buy this cart. If you're desperate for a Pac title, get Pacmania instead.
OVERALL 31%

MIRACLE WARRIOR
Miracle Warrior is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.
OVERALL 81%

MISSILE DEFENCE 3D
Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.
OVERALL 76%

MONOPOLY
Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!)
OVERALL 69%

MY HERO
This rather odd-looking, cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend who's been kidnapped by local hoodlums. The game is good fun, but Black Belt is a better example - try that before buying this.
OVERALL 74%

NINJA
Although the graphics are rather simplistic, the shuriken-lobbing action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat. If you're after a combat game with a difference, this is worth taking a look at.
OVERALL 80%



NINJA GAIDEN
An excellent four-way scrolling slash 'em up, Ninja Gaiden scores highly with its super-speedy gameplay and smoothness. A tad easy maybe, but Ninja Gaiden is just so good to play you'll still be coming back for more months later.
OVERALL 83%

OLYMPIC GOLD
A fairly playable selection of sporting events, namely, 100m Sprint, Diving, 110m Hurdles, Swimming, Archery and the Pole Vault. It's a little repetitive, but the game is still great fun and well worth examining at your nearest software emporium.
OVERALL 81%

OPERATION WOLF
Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun. Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.
OVERALL 88%

OUT RUN
Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all. If you're a race fan, take this one for a spin.
OVERALL 80%

OUT RUN 3D
Looks and plays almost identically to the non-3D version, but has the added bonus of effective 3D. Out Run 3D is about the best 3D glasses game around, and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses!).
OVERALL 81%

OUTRUN EUROPA
OutRun Europa puts you in control of many different vehicles, from motorcycles to jetskis, in an attempt to thwart an evil terrorist organisation. Sadly, this "variety" doesn't save the game from being a frustrating, bland and desperately mediocre game. With crap graphics.
OVERALL 63%

PACMANIA
Isometric view dot munching is the order of the day in Pacmania. The graphics are great, there's lots of levels, it's playable, addictive and packs something of a challenge. Make this cart your own and never look back.
OVERALL 90%

PARLOUR GAMES
Combining a variety of "parlour" type board games, this sounds like fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamesplayers?
OVERALL 47%

PAPERBOY
Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town. With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.
OVERALL 89%

PENGUIN LAND
This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega players.
OVERALL 68%

PHANTASY STAR
A sprawling RPG which offers a great depth of gameplay, decent graphics and a good challenge. There are slightly better games of this sort (and cheaper too - this cart costs £40!), but if you're an RPG fan who has them all, this is well worth getting.
OVERALL 75%

POSEIDON WARS 3D
As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. The action is quite basic shoot 'em up stuff, so all in all, this isn't a particularly stunning game, even with the added dimension.
OVERALL 55%

POWER STRIKE
The fast and frenetic action of this vertically scrolling blaster is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best Sega vertical scroller around.
OVERALL 90%

PRO WRESTLING
This version of the old grappling game features some very nice presentation screens, but crap in-game graphics. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real diehard grappling fanatic.
OVERALL 46%

PRINCE OF PERSIA
Save the princess from a fate worse than death in this classic platform game, boasting stunning animation. A large quest with loads of levels and more than its fair share of excitement, Prince of Persia is an essential buy!
OVERALL 91%

PSYCHO FOX
Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the Sega Master System. Need we say more?
OVERALL 90%

QUARTET
Featuring bland graphics and sound, this conversion of Sega's uninspiring coin-op is really let down by its complete lack of variety between levels. If you've seen one, you've seen 'em all...
OVERALL 64%

RC GRAND PRIX
RC Grand Prix is a very fast and playable game. It has plenty of tracks too, but it doesn't take very long to complete them all, and after that it all becomes a bit dull.
OVERALL 70%

R-TYPE
R-Type is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on-screen. Still, shoot 'em up fans should seek this out immediately!
OVERALL 91%

RAMBO III
Great graphics and gameplay make this one of the best Light Phaser games out. If you're a Light Phaser owner who is desperately seeking a brill Op Wolf game, go for Rambo III, but if you're Phaser-less, go for the real McCoy.
OVERALL 89%



RAMPAGE
Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of being a monster and trashing a city is here to be savoured, with great graphics to boot. Highly recommended.
OVERALL 85%

RASTAN
The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for a long time.
OVERALL 79%

RESCUE MISSION
Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away with your light gun for ages. Go get it - you'll love it!
OVERALL 82%

ROCKY
The graphics in this boxing game are quite spectacular for a Sega; but where the game falls down is in the lastability stakes because there are only three opponents. If there was more game for your money this could have been a contender. As it is, Rocky just doesn't last the full 15 rounds.
OVERALL 62%

RUNNING BATTLE
Platform action is once again the order of the day in Running Battle, which stars you as a super-hard military saboteur. Grab gun icons for a short spell of blasting, or a Power icon for super-speed running capabilities. The trouble is that the poor graphics, slow response time, shoddy collision detection, repetitive gameplay and limited nature of the game spoils the proceedings some-

what.

OVERALL 54%

SAGAIA
A conversion of Taito's Darius II coin-op, Sagaia packs in just about all of the features of the arcade machine (bar the simultaneous two-player mode). However, the graphics are a real mess with some of the worst flicker yet seen on a console.

OVERALL 67%

SCRAMBLE SPIRITS
This is a one or two-player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful, too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.

OVERALL 49%

SEGA CHESS
If you're lonely and desperate for a quick... game of chess, Sega Chess is here to help you. It plays a pretty good game (on the higher difficulty settings) but it's quite slow, not very responsive and the hanging around does get on your nerves.

OVERALL 77%



SHADOW DANCER
There's ninja japes aplenty in Shadow Dancer - a conversion of the Sega coin-op (but missing the dog). Still, the lack of any canine presence doesn't spoil the game too much, although the stupidly unbalanced difficulty setting is a bit of a downer (the levels are easy and the guardians are ultra-rock-blinking-hard). Not so bad, nevertheless.

OVERALL 71%

SHADOW OF THE BEAST
Grrr! Platform game Shadow of the Beast casts you as a mean and ugly monster who must avenge the death of his family by killing the evil Beast Lord. Decent graphics, and it's pretty enjoyable, but a number of small niggles stop it from being a classic.

OVERALL 80%

SHANGHAI
A sort of oriental patience with tiles, Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

OVERALL 88%

SHINOBI
Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em up action jammed in. It has great graphics and jam-hot playability, and since there's hardly any decent Sega beat 'em ups available, there's no excuse not to add this one to your collection.

OVERALL 87%

SHOOTING GALLERY
This is the cartridge you used to get free with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario. Worth a go.

OVERALL 70%

SLAP SHOT
Both one and two-player options are available in this, and generally speaking, Slap Shot plays a very playable game of ice hockey. The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode the game is a great laugh. Check it out.

OVERALL 82%

SONIC THE HEDGEHOG
Take control of the legendary blue hedgehog as he runs around scrolling platforms dusting the minions of Dr Robotnik. Sonic the Hedgehog is a state of the art 8-bit game, combining incredibly swift scrolling with gob-smacking graphics and interesting gameplay. A must-have.

OVERALL 90%

SPACE HARRIER
The basic gameplay is exactly the same as the highly successful 3D coin-op of several years ago, but there are new aliens to blast into oblivion. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

OVERALL 77%

SPACE HARRIER 3D
Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.

OVERALL 78%

SPEEDBALL
This is a pretty good conversion of the Amiga title, especially with the tweaked one-player difficulty setting. However, right now it's overshadowed by its successor - Speedball II.

OVERALL 79%

SPEEDBALL II
An updated and improved version of Speedball. Better graphics, better playability and much more depth make Speedball II one of the top Master System sports sims. Give it a go if you're into goals 'n' violence.

OVERALL 89%

SPELLCASTER
This RPG is pretty good, with its action and basic decision-making being very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real RPG stuff of Ultima and Y'S.

OVERALL 84%

SPIDER-MAN
Yes, it's yet another platform game, but this one's different. Spidey can do pretty much anything he is capable of in the comics, like web slinging, spinning shields and throwing webballs. Spider-Man is very playable, has great graphics and sound and will take a lot of work to complete. Highly recommended.

OVERALL 87%

SPY VS SPY
Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering - pronto.

OVERALL 88%

STRIDER
The Megadrive version of this game was almost arcade perfect. Sadly, this is not. The graphics are OK, but it's very slow and difficult to control. The suspect collision detection and poor responsiveness seal the coffin of this disappointing release.

OVERALL 67%

SUMMER GAMES
Featuring five events (the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and high dive), Summer Games is a big disappointment. All the events feature rubbish graphics and completing them all is as easy as 123. Avoid - even if you love sports games.

OVERALL 37%

SUPER KICK OFF
The legendary Super Kick Off looks surprisingly similar to its Amiga counterpart, and plays just as brilliantly! A superb game - one of the finest available on this machine - and a must for all football fans (and anyone else for that matter).

OVERALL 96%

SUPER MONACO GP
Although this shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. But that's not saying it's bad. The 3D is fast and effective 3D and it plays well too, even in a single-player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!

OVERALL 92%



SUPER MONACO GP II
Urrgghhh! What could have been an excellent sequel is completely ruined by the severe lack of speed! Although it might look like you're doing 200mph, it looks more like a quarter of the speed! Goodbye excitement, bye bye fun. The vast array of options is excellent, but the actual gameplay itself is very disappointing.

OVERALL 41%

SUPER SPACE INVADERS
The idea behind Super Space Invaders was to take the original coin-op and blend it with some of the modern trappings of shoot 'em ups - power ups and scrolling for example. It works too, and the resulting game is a highly enjoyable blast.

OVERALL 82%

SUPER TENNIS
This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable, it's certainly no match for the more recent Wimbledon Tennis.

OVERALL 69%

TEDDY BOY
This was never the most outstanding Sega release, but now it's doing the rounds with a price tag of a tenner, it's not such a bad buy. The graphics are cute, and the gameplay, while not fiendishly exciting, is decent enough fun for a fair few hours. A nice little potboiler.

OVERALL 69%

TENNIS ACE
Beaten (just) by Wimbledon Tennis, this is still one of the better Sega sport sims which should keep any tennis fan happy when the municipal court is under six feet of water.

OVERALL 80%



THE TERMINATOR
A superb interpretation of the 1984 movie, this game is far better than its Megadrive counterpart! It's skillful (and very challenging) platform action all the way as you control Kyle Reese in his quest to protect Sarah Connor from the murderous clutches of the Terminator. Well worth investing it.

OVERALL 82%

THUNDERBLADE
Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.

OVERALL 80%

TIME SOLDIERS
The graphics on this obscure coin-op conversion are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.

OVERALL 73%

TRANSBOT
This early Sega shooter is a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons to keep a bit of variety. The other plus is that now it sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.

OVERALL 75%

ULTIMA IV
Though this enormous RPG scores quite low on the graphics-ometer, it has weeks, nay, months of gameplay packed into its chips, and a battery-backed save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!

OVERALL 89%

VIGILANTE
This conversion of the beat 'em up coin-op manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX a little ropey. The playability remains the same, however, which is the most important thing, so if you're after a not-too-taxing beat 'em up, have a look.

OVERALL 72%

WANTED
If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun you could do a lot worse than this.

OVERALL 70%

WIMBLEDON TENNIS
This is the best Sega tennis game by a minuscule margin. It's fast, there are lots of modes of play and the championship tournament takes a lot of practice to win. The two-player mode is even more fun. Well worth considering if you have a second player lying around.

OVERALL 80%

WONDERBOY
Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.

OVERALL 80%

WONDERBOY IN MONSTERLAND
Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.

OVERALL 87%

WONDERBOY III
Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. Make sure it's in your collection - NOW!

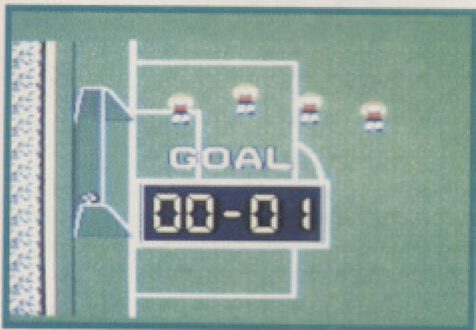
OVERALL 96%

WORLD CLASS LEADERBOARD
It's a golf game. What more can we say? Well, it's got extensive tournament play, realistic action, loads of courses and it's very challenging. If you're a golf fan or you're after a good game with which to unwind, World Class Leaderboard is the cart for you.

OVERALL 92%

WORLD CUP ITALIA 90
This is a rubbish soccer game. The controls are poor, the graphics are naff and the sound is awful. Buy Super Kick Off instead, or if you want a side-on viewed soccer game, check out World Cup

Soccer.
OVERALL 48%



WORLD CUP SOCCER
Highly entertaining side-viewed soccer game which was by far the best console football game until Super Kick Off came along. It's now available on Sega's budget range for only £14.99 and at that price is an absolute bargain. Check it out!
OVERALL 85%

WORLD GAMES
Featuring log-rolling, bull riding, barrel jumping and caber tossing, this is a complete disappointment. Although graphically pleasing, what's there soon becomes very samey and terminal boredom swiftly sets in. Your best bet is to leave this one well alone.
OVERALL 50%

WORLD GRAND PRIX
A very decent race game which is graphically impressive and features challenging and enjoyable racing action. It's not as good as Super Monaco GP, but is sufficiently different enough to be worth looking at if you've already got that.
OVERALL 81%



XENON 2
It's another Amiga conversion - this time of the great Bitmap Bros vertically scrolling shoot 'em up. The graphics are great, if the scrolling is a little jerky. Still, it's the gameplay that counts, and Xenon 2 scores highly here. If only it had a few more levels, it would have been a classic.
OVERALL 84%

Y'S
This really is a huge RPG, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.
OVERALL 88%

ZAXXON 3D
A bastardised version of the coin-op which requires 3D glasses, this is a really naff game which suffers from extremely boring gameplay. Give it a miss.
OVERALL 32%

ZILLION
A big, tough, but ultimately tedious platform game. Worth a look if you're a complete and utter platform game nut, but most players will find it all a bit too much.
OVERALL 71%

MEGADRIVE

688 ATTACK SUB
An excellent submarine simulation which gives you ten missions to complete as a US sub commander, and six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth" - ho! ho!).
OVERALL 88%

AEROBLASTERS
A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
OVERALL 78%



AFTERBURNER II
All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
OVERALL 90%

AIR DIVER
Similar to Afterburner, with more variety, but much worse graphics. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.
OVERALL 69%

ALEX KIDD IN THE ENCHANTED CASTLE
The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
OVERALL 68%

ALIEN III
A superb eight-way scrolling platform game that sees you, controlling Ripley, rescuing prisoners and blowing away Aliens left, right and centre. Superb graphics and amazing soundtracks add to the frenetic gameplay, let down ever so slightly by the repetitive gameplay.
OVERALL 89%

ALIEN STORM
An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish. Those new to the Megadrive scene will really enjoy the action - experts, though, are warned that they might just find themselves finishing this prematurely.
OVERALL 78%

ALISIA DRAGOON
An enjoyable and very original platform shoot 'em up with mythological overtones. The playing area is huge and there are loads of secret screens to find. Highly recommended.
OVERALL 87%

ALTERED BEAST
"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game. It's okay as a freebie, though.
OVERALL 67%

ARCH RIVALS
This is a very sad basketball simulation with only four players on the court, pathetic collision detection and mournful controls. The game is far too superficial and shallow to warrant more than an hour's play.
OVERALL 40%

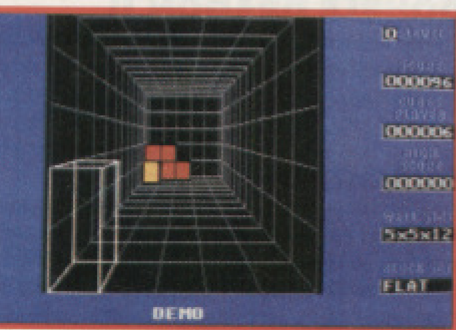
ARNOLD PALMER'S GOLF
This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
OVERALL 85%

ARROW FLASH
A dull and uninteresting horizontally scrolling shoot 'em up which is made even worse by a complete lack of challenge. There are tons of better Megadrive blasters, so shop around rather than waste your cash on this.
OVERALL 46%

ASSAULT SUIT LEYNOS
This strange sort of platform-cum-shoot 'em up puts you in control of a multi be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
OVERALL 73%

ATOMIC ROBO KID
There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
OVERALL 82%

AXIS FZ
A very unusual and original forced perspective 3D blaster in which you control a armoured robot who patrols the multidirectionally scrolling landscape in search of things to blow up. It's great fun and is highly recommended if you can find it.
OVERALL 84%



BACK TO THE FUTURE III
A four-level game based on the popular film. The graphics and sound are both excellent, and what's there is fun and enjoyable. The only trouble is that it's fairly easy, and therefore only Megadrive beginners will get full value out of it.
OVERALL 77%

BATMAN
The graphics and sound are truly tremendous and there's a range of thumping good rock tracks to accompany the platform action. The only problem is that the game is fairly easy to beat, so platform experts be warned.
OVERALL 83%

BATTLE SQUADRON
A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
OVERALL 80%

BIMINI RUN
A rather naff 3D shoot 'em up in which you pilot a speedboat though enemy-infested waters. The graphics aren't much cop and the gameplay isn't any better, and after a sessions it all becomes rather tedious.
OVERALL 45%



BLOCK OUT
This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
OVERALL 91%

BONANZA BROS
Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
OVERALL 73%

BUCK ROGERS
Looks and sounds boring, but this massive RPG-style game is far from that. With loads of missions to complete and tons of variety in the gameplay, this has enough pace and action to appeal to everyone!
OVERALL 91%

BUDOKAN
Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuka, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
OVERALL 89%

BULLS VS LAKERS
A lot like Lakers Vs Celtics in terms of graphics and sound, Bull Vs Lakers is undoubtedly the best of the two, owing to its superior options. Probably the best Megadrive basketball on the market.
OVERALL 83%

BURNING FORCE
Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jet-bike. It sounds good, but unfortunately the gameplay gets rather repetitive after a while.
OVERALL 76%

CALIFORNIA GAMES
A brilliant looking, supremely playable, multi-player game that features rollerskating, skateboarding, hackey-sacking, BMX-ing and surfing. A must for sports fans.
OVERALL 91%

CENTURION
An interesting-sounding but ultimately tedious and frustrating strategy-style game which unless you're completely into Roman History fails to provide entertainment worthy of its price tag.
OVERALL 52%

CHUCK ROCK
A brilliant, humorous Megadrive platform game with real character. Its graphics are out-of-this-world, the sound completely brilliant, and the gameplay pretty good too! A must-have for your Megadrive collection,
OVERALL 91%

COLUMNS
Sega's answer to Tetris, this puzzle game is excellent. There's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.
OVERALL 88%

CORPORATION
A highly original 3D espionage game, casting you as a secret agent out to expose corruption in the all-powerful Corporation. This is a high quality, atmospheric role-playing adventure game. Recommended.
OVERALL 86%

CRACKDOWN
Another one of those very good, but all-too-easy arcade conversions. The two-player aspect is fun, and the game is enjoyable to play but the lack of challenge means that only a videogame novice will get his money's worth.



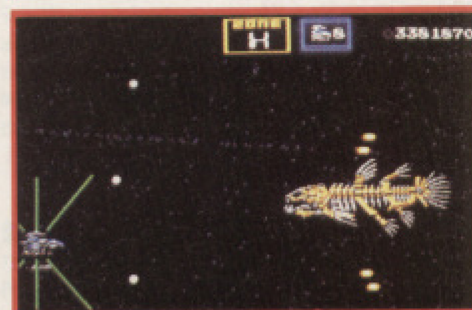
OVERALL 65%

CURSE
While Curse is fun to play, it suffers from a lack of originality and levels (there are only five). Try out other shoot 'em ups like Hellfire or Gynoug.
OVERALL 70%

CYBERBALL
A decent conversion of the multi-player American football coin-op which features robots instead of humans, Cyberball sports neat graphics but has been overshadowed by John Madden's Football. It's not bad, but check out Madden's first.
OVERALL 80%

DANGEROUS SEED
Oh dear. Sad graphics, rubbish sound, complete lack of originality and no challenge make this horizontally scrolling shoot 'em up tragedy one to avoid at all costs.
OVERALL 40%

DARK CASTLE
THE worst Megadrive game yet seen, Dark Castle is a laughably dire platform travesty whose only redeeming feature is its unintentionally hilarious sampled sound. Don't even think about buying this unless you're a demented baboon.
OVERALL 23%



DARIUS II
A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
OVERALL 83%

DARWIN 4081
A conversion of the rather obscure vertically scrolling shoot 'em up. It's fun for a while, but there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.
OVERALL 74%

DECAPATTACK
A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites and backdrops. Platform fans will love it - if you're one, check it out.
OVERALL 82%

DESERT STRIKE
The thinly disguised aim of this game is to take control of an attack helicopter and do what the armed forces should have done 12 months ago and dispose of Saddam Hussein and his forces. It's one of the best shoot 'em ups ever written, packed full of original features, and is a game that no Megadrive owner should be without.
OVERALL 94%

DICK TRACY
A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
OVERALL 89%

DINOLAND
A jolly, but fairly unchallenging pinball simulation which is let down by jerky and unrealistic ball movement. If you're a pinball fan, look out for Devil Crash, which is miles better than this.
OVERALL 53%

DJ BOY
DJ Boy is a beat 'em up on wheels, and while it's great fun to play, it suffers from one flaw - it's too darn easy. For coin-op fans only.
OVERALL 78%

DONALD DUCK
The action in this graphically superb platform game is fairly slow, but it's nevertheless an enjoyable game which should appeal more to beginners than seasoned veterans.
OVERALL 83%

DOUBLE DRAGON
This conversion of the beat 'em up classic is arcade perfect... except that it's too easy to beat. So unless you're a complete beat 'em up softy, this isn't really worth the money.
OVERALL 59%

DOUBLE DRAGON II
A ghastly version of the arcade beat 'em up which features inept graphics and sound and bland gameplay. Ugh!
OVERALL 30%

DRAGON'S FURY
A stunning-looking pinball simulation which is loaded with features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans. Look out for the Japanese import version. It goes under the game's original monicker of Devil Crash.
OVERALL 90%

DYNAMITE DUKE
One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
OVERALL 73%

EA HOCKEY
A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
OVERALL 94%

ELEMENTAL MASTER
A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are five levels, and they're not that difficult to beat.
OVERALL 78%

EL VIENTO
A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
OVERALL 80%

EMPIRE OF STEEL
An excellent horizontally scrolling shoot 'em up boasting superb graphics and great blasting action. Unfortunately, the game is ruined by the absurd difficulty level. You should be able to finish the game on your first sitting. The game is also known as Steel Empire as a Japanese grey import.
OVERALL 70%

ESWAT
ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
OVERALL 92%

EURO CLUB SOCCER
Megadrive soccer games have a history to being quite sad and this effort does little to address the situation. Although the graphics and sound are very good, the gameplay is let down by low player intelligence, wonky collision detection and awkward controls. As the (very) old saying goes, "try before you buy!".
OVERALL 69%

EVANDER HOLYFIELD "REAL DEAL" BOXING
What looks like a decent enough boxing game is in actual fact a small, boring, jerky sports sim with rubbish animation. There are loads of options, but the game is just too dull to be worthwhile. The £49.99 price tag helps matters none either.
OVERALL 52%



F-22
This fighter combat simulation is truly superb. Packed with options and features, there are over 100 missions to test even the most elite of pilots - and a mission generator so you can create your own! An absolute must for anyone who's ever wished to fly a fighter bomber!
OVERALL 93%

FAERY TALE ADVENTURE
A dull role-playing game which lacks action and atmosphere. There are plenty of better games of this type, so look elsewhere.
OVERALL 49%

FANTASIA
This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly naff sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal. A Mickey Mouse game in the wrong sense of the word.
OVERALL 49%

FASTEST ONE
This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action result in the worst Megadrive racing game by far. Steer well clear.
OVERALL 29%

FATAL LABYRINTH
This cross between a scrolling beat 'em up and a role-playing game fails to deliver in both categories. The RPG aspect is dull and limited and the slow, boring action fails to offer any thrills and spills.
OVERALL 51%

FATAL REWIND
Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
OVERALL 83%

FERRARI GRAND PRIX CHALLENGE
Well presented, with some skillful option, Ferrari is unfortunately marred by the fact that the actual game is extremely sad. The 3D update is awful and the gameplay terminally dull. Don't buy this.
OVERALL 45%

FIGHTING MASTER
Limited with one-player, but superb in two-player mode, this beat 'em up allows the players to select one of twelve different characters and beat the cack out of each other. It's a really fun game and is highly recommended - but do bear in mind that you do need two players to get the most out of it.
OVERALL 81%

FIRE MUSTANG
This P-47 clone is quite good fun to play at first, but the trouble is that there simply isn't anything new on offer and after a few sessions it all becomes dull and predictable.
OVERALL 59%

FIRE SHARK
Also known as Tora! Tora! Tora!, this is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark). Although it's great fun, suffers from being too easy to complete. Perhaps one for the novices?
OVERALL 59%

FLICKY
This conversion of the ancient coin-op looks crap, sounds crap and plays... brilliantly! It's very simplistic, but for some reason the action is incredibly enjoyable and addictive. Check it out!
OVERALL 88%

FINAL BLOW/JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING
On the positive side, the pair of large boxer sprites are nicely drawn and animated, but the problem is that the boxing moves are limited and there are only four different opponents. It doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more.
OVERALL 69%

FLYING SHARK
Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op. It's an enjoyable blast, featuring decent graphics and sound, but unfortunately suffers from zero originality and low challenge, and once you've played it a couple of times you get those "seen it all before blues".
OVERALL 71%

FORGOTTEN WORLDS
Forgotten Worlds is a good looking one or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
OVERALL 82%

GAIRIES
An excellent-looking game, Gairies is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
OVERALL 84%



GAIN GROUND
A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
OVERALL 43%

GALAHAD
An excellent arcade adventure in the mould of Shadow of the Beast, Galahad is blessed with excellent graphics and stomping sound. The gameplay is great too, with plenty to do and loads of levels to conquer. A very lastable Megadrive title.
OVERALL 86%

GALAXY FORCE
A very disappointing conversion of Sega's showpiece coin-op. The 3D effect is poor, the difficulty setting is low and there are only four levels to challenge you. If you want a game of this sort, try Space Harrier II instead.
OVERALL 59%

GAMES:WINTER CHAL-LENGE
Participate in eight Olympic events (speed skating, downhill, luge, cross country, bobsled, biathlon, giant slalom and ski jump) in this fine winter sports fest. The graphics are a bit patchy, but overall this is a fine game that's highly recommended to sports fans.
OVERALL 85%

GHOSTBUSTERS
Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
OVERALL 82%

GHOULS 'N' GHOSTS
Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
OVERALL 93%

GOLDEN AXE
Golden Axe is a perfect replica of the arcade machine which also sports additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. All together it's one of the best arcade conversions ever seen. A must!
OVERALL 94%

GOLDEN AXE II
What a con! Golden Axe II is almost identical to the original game. It follows the same formula, has virtually no new features and certainly isn't worth the money. Buy the original if you haven't already got it. If you have, look elsewhere for your beat 'em up thrills.
OVERALL 69%

GRENADA X
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. It's certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.
OVERALL 80%

GRANDSLAM TENNIS
Also known in the US as Jennifer Capriati Tennis, this good-looking sports sim is almost as good as Super Tennis on the Super NES. Great intuitive gameplay is only let down only the slowness of the players.
OVERALL 85%=

GYNOUG
Known in the US as Wings of Wor, this is one of the finest horizontally scrolling blasters available on the Megadrive. The gory, ghoulish graphics are outstanding, the sound is excellent and the tough and challenging gameplay is extremely addictive. A must for blasting fans.
OVERALL 92%

HARD DRIVIN'
The arcade game was fun, which is more than can be said for this conversion. Suspect handling, poor gameplay and unrealistic 3D update conspire together to make this a yawnsome experience. Add in the low, low difficulty level and you've got a veritable Robin Reliant of a race game.
OVERALL 51%

HARDBALL
A decent baseball game which doesn't have enough novel or interesting features to make it appeal to anyone other than real fans of the sport.
OVERALL 75%

HEAVY UNIT
Another horizontally scrolling blast, but this one is made more remarkable than most thanks to great graphics and tough, but addictive gameplay. If you're a blastaholic, check it out.
OVERALL 85%

HELLFIRE
Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not looks as good as Thunderforce III, but it's simply a much better game.
OVERALL 93%

HERZOG ZWEI
A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title for the thinkers amongst us which would be more suitable for the tacticians, rather than arcade players.
OVERALL 76%



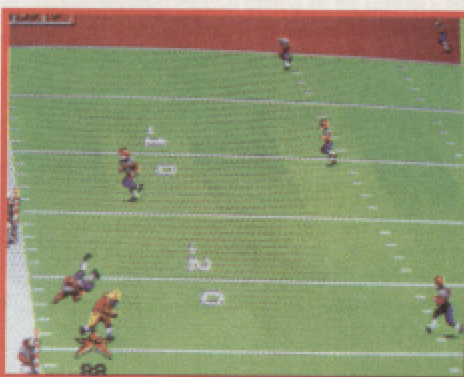
INSECTOR X
The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.
OVERALL 74%

JAMES POND
A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action.
OVERALL 77%

JEWEL MASTER
A fairly standard platform game which despite a few original features has neither the challenge or addiction to keep you entertained for more than a few sessions.
OVERALL 55%

JOE MONTANA'S FOOTBALL
A pretty good football game, but has neither the depth, the options nor the challenge of John Madden's Football. Go for Madden's - or if you're after something different, Joe Montana II.
OVERALL 73%

JOE MONTANA SPORTSTALK FOOTBALL
This is truly a showpiece game. Featuring the most speech ever heard in a home videogame, Joe Montana Sportstalk Football is a very enjoyable American football game which actually gives you a running commentary while you play! John Madden's Football '92 is the best American football game by far, but this is original and different enough to still be a very worthy purchase.
OVERALL 83%



JOHN MADDEN'S FOOTBALL
Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting. With its two-player option, and multiple modes of play, this is a game which will keep you entertained for months.
OVERALL 94%

JOHN MADDEN'S FOOTBALL '92
Featuring new teams, higher difficulty level and plenty of gameplay tweaks, this sequel does the impossible and improves upon the original to become the best Megadrive game yet seen! An essential purchase.
OVERALL 96%

JORDAN VS BIRD
Don't be fooled by the star names. This isn't basketball - it's a cut-down one-on-one version. To its credit it has many options to tweak with, but this doesn't stop the game from being dull and boring to play, with very little in the way of fun offered. Avoid,
OVERALL 40%

KID CHAMELEON
A nice-looking platform game which combines elements of Mario and Sonic and some of its own neat touches to great effect. The only problem is that its too easy, and platform fans should be able to complete it quickly. Novices should revel in its action, though.
OVERALL 78%

KING'S BOUNTY
A fairly complex, non-action oriented role-playing game which should appeal to fans of the genre.
OVERALL 71%

KLAX
Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
OVERALL 85%

KRUSTY'S SUPER FUNHOUSE
Krusty's got a problem. His TV Funhouse has been infested with rats and he's got to get rid of them - NOW! This is sort of like Lemmings in reverse, the object being to guide thick creatures to their doom rather than rescue them. The graphics are skill, the sound cool and the gameplay highly addictive. Go get it!
OVERALL 90%

LAKERS Vs CELTICS
An excellent all round sports simulation which combines superb playability with realistic gameplay to provide an addictive challenge that even non-basketball fans will enjoy.
OVERALL 89%

LAST BATTLE
Amongst one of the first Megadrive games to appear, this is a failure on two counts:it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
OVERALL 32%

LHX ATTACK CHOPPER
A truly involved Megadrive flight sim from the people who brought you F-22 Interceptor. This isn't as exciting as F-22 in terms of dogfighting excitement, but it's a whole lot better both as strategy game and as flight sim. Highly recommended.
OVERALL 89%

M1 ABRAM'S TANK
A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
OVERALL 81%

MARBLE MADNESS
A perfect conversion of the classic arcade game in which one or two players guide a marble over six wacky landscapes. It doesn't take long to complete, but it's such fun you still keep going back to beat your record scores.
OVERALL 88%

MARIO LEMIEUX HOCKEY
A decent ice hockey game that's completely overshadowed by the far, far superior EA Ice Hockey. Try that one first and this one second.
OVERALL 76%

MEGATRAX
A very disappointing version of the enjoyable quad-bike racing coin-op. Although it has simultaneous two-player action, the naff graphics and bland gameplay fail to spark any excitement at all. Avoid it.
OVERALL 33%



MERCS
An excellent up-the-screen action shooter in which you guide a lone commando against hordes of enemy soldiers. There are two games in this cartridge, one a stunning conversion of the coin-op and the other a completely new Mercs game with seven never-before-seen levels. A must for blasting fans.
OVERALL 88%

MICKEY MOUSE IN THE CASTLE OF ILLUSION
One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
OVERALL 93%

MIDNIGHT RESISTANCE
A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
OVERALL 85%

MIGHT AND MAGIC
An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
OVERALL 81%

MIKE DITKA'S POWER FOOTBALL
A cross between Joe Montana Football and John Madden's Football, but not as good as either.
OVERALL 72%

MOONWALKER
With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aaows and oohs), this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.
OVERALL 85%

MUSHA
Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
OVERALL 71%

MYSTIC DEFENDER
Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
OVERALL 63%

NEW ZEALAND STORY
New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OVERALL 89%

OLYMPIC GOLD
Olympic Gold proffers the player a measly six Olympic events. These are Hammer, Pole Vault, Diving, 100m Sprint, Swimming and 110m Hurdles. While it's fun and very polished, there's not much in the game to keep you coming back and surprisingly, there's no simultaneous two-player mode! It's also a case of there being little in the way of originality. You've just seen it all before.
OVERALL 70%

OUTRUN
This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
OVERALL 69%

PACMANIA
Pac's back in this forced perspective dot-gobblin' extravaganza! A very simple game concept which still provides plenty of enjoyment even after a decade!
OVERALL 86%

PAPERBOY
Looks nigh on perfect, but this conversion is sadly flawed in the gameplay department - the bike doesn't handle well and the collision detection is all over the shop. With more rigorous playtesting this could have been a winner. As it stands its fun is marred by its foibles.
OVERALL 72%

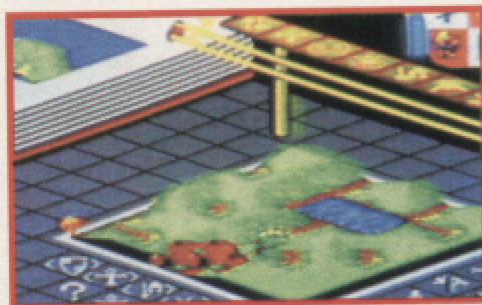
PGA TOUR GOLF
Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
OVERALL 93%

PHANTASY STAR II
There's certainly a big challenge in store in this massive menu-driven adventure, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks, Arcade fans will soon become bored due to the lack of immediate action.
OVERALL 78%

PHANTASY STAR III
Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £60.00! Eeek!
OVERALL 89%

PHELIOS
Phelios is certainly not the greatest vertically scrolling Megadrive blaster around, but it has enough original features to keep you entertained for a while at least - even though it has crap graphics.
OVERALL 77%

PITFIGHTER
Take control of a kick boxer, wrestler or kung-fu expert and enter the pit to fight all manner of 'orrible street hoodlums. The graphics are a bit poor in places, but this conversion successfully captures the spirit of the coin-op and should appeal greatly to beat 'em up fans.
OVERALL 81%



POPULOUS
Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.
OVERALL 91%

RAIDEN TRAD
A vertically scrolling blaster which doesn't have much going for it in the way of originality, but provides a stiff and enjoyable challenge for those who haven't tired of the genre.
OVERALL 79%

RAINBOW ISLANDS
Save the vertical scrolling platform levels of the Rainbow Islands in this conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
OVERALL 86%

RAMBO III
In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. With great graphics and thumping good sound, Rambo certainly backs a punch.
OVERALL 87%

REVENGE OF SHINOBI
This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.
OVERALL 94%

RINGS OF POWER
EA have tried to inject new life into the RPG formula, but have sadly ended up with a vacuous zombie of a game. It looks alright on the surface, but get deeper and there's nothing there to provide intellectual stimulation.
OVERALL 41%

ROAD RASH
Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On-style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
OVERALL 92%

ROBOCOD
One of the finest platform games on the Megadrive, featuring absolutely superlative graphics, splendid sound and wonderful gameplay as you guide the piscine hero against the robotic hordes of Doctor Maybe. Stick it on the top of your shopping list.
OVERALL 95%

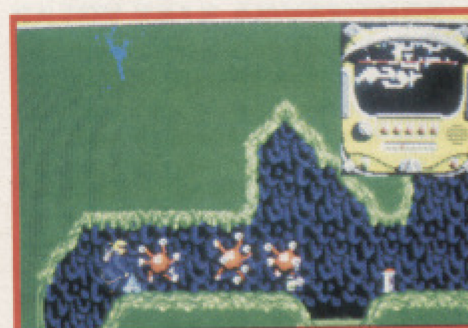
ROLLING THUNDER II
An enjoyable platform-based shoot 'em up romp on the arcade game of the same name. With two-player action, a tough challenge and a neat password system, this is well worth checking out.
OVERALL 85%

SAINT SWORD
Saint Sword offers platform-based slash 'em up frivolity, as our hero penetrates enemy territory in search of the evil wizard, Gorgan. This Rastan-like game could have done with better graphics and sound, but as it stands, Saint Sword is a fairly playable effort.
OVERALL 72%

SHADOW DANCER
Joe Mushashi's back for some more ninjitsu-related platform action in this follow-up to Revenge of Shinobi. Graphics, sound and playability are all inferior to Revenge, so smart cookies should check that one out for the ultimate ninja game.
OVERALL 59%

SHADOW OF THE BEAST
A slow but enjoyable platform game whose onus is more on exploration and puzzle-solving than any sort of combat. The rather plodding action means that this isn't for everyone, so look before you leap into your wallet.
OVERALL 82%

SHINING IN THE DARKNESS
A role-playing game with excellent graphics and a brilliant window system, Shining in the Darkness is recommended to RPG buffs. Watch out though for irritating combat, reliant on luck rather than the player's skill.
OVERALL 72%

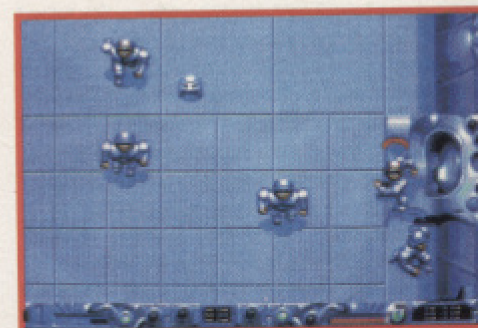


SLIME WORLD
An entertaining enough platform game that casts one or two players as intergalactic cleaners, out to clear the eponymous Slime World of gems and other valuable items. The controls are cumbersome, the audio/visuals dull, but the game has plenty to do and is quite fun in two-player mode.
OVERALL 70%

SOKO BAN
This strange puzzle game involves the player moving boxes around store rooms. It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.
OVERALL 78%

SONIC THE HEDGEHOG
Sega's hyped-beyond-belief character stars in a game inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
OVERALL 90%

SPACE HARRIER II
Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. For fans of the coin-op only.
OVERALL 76%



SPEEDBALL II
A rough 'n' tough futuresport simulation in which you guide a team of psychos into battle against other similar groups of marauding nutters. With loads of options, a league system, excellent two-player option and decent one-player challenge, this is one that sports fans should look up as soon as possible.
OVERALL 88%

SPIDER-MAN
Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
OVERALL 91%

SPLATTERHOUSE II
A reasonable enough adaptation of the gruesome (?) Namco coin-op, this horizontally scrolling beat 'em up fails because the controls are sluggish, making the gameplay very frustrating.
OVERALL 73%

STAR CONTROL
Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
OVERALL 90%

STAR FLIGHT
Like Buck Rogers, this looks like a boring load of old RPG toss, but it's not. It's a massive, highly involved and thoroughly enjoyable space flight/exploration/RPG-style game. It might not sound or look like fun, but give it a go - you'll be surprised as to just how brilliant the game is (and it keeps you playing for weeks and weeks, rather than a few days like most arcade games do).
OVERALL 94%

STORMLORD
Ghouls 'n' Ghosts-style platform action in this Amiga conversion. Unfortunately, the playability's cursed with unforgiving collision detection and a very high frustration level. Put bluntly, even the Spectrum version beats this hands down in the playability department.
OVERALL 57%

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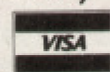
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NEXT MONTH'S MEAN MACHINES PROMISES TO BE ONE OF THE BEST YET!

LOOK OUT FOR STUNNING MEGADRIVE REVIEWS INCLUDING SONIC THE HEDGEHOG II, JAMES BOND 007: THE DUEL, SUPER HIGH IMPACT AND SIDE POCKET! MASTER SYSTEM OWNERS WILL SEE THE LONG-AWAITED CONVERSION OF PIT-FIGHTER FOR THEIR MACHINE!

PLUS ALL YOUR FAVOURITE REGULARS, INCLUDING THE HOTTEST NEWS, Q+A, AND OF COURSE THE MEAN YOB! COSMIC EH?

WELL JUST WAIT TO SEE THE AMAZING COVER-MOUNTED GIFT WE'VE GOT LINED UP FOR YOU NEXT MONTH! JUST HOW WILL WE BEAT THE UNBEATABLE SONIC II VIDEO?

FIND OUT IN FOUR WEEK'S TIME.

WIN LOADS A' PRIZES

Win a model of NIGEL MANSELL'S CAR!
0839 36 39 76

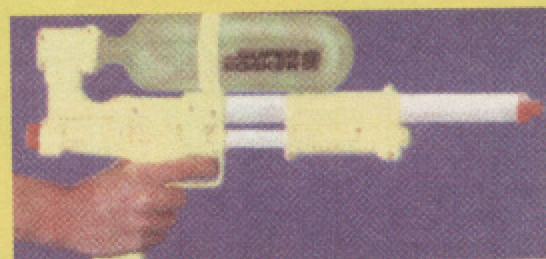


WIN A MEGA MOUNTAIN BIKE
0839 36 39 82





WIN A *Super Soaker*

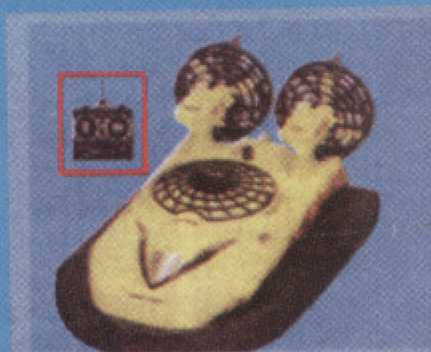


0839 36 39 77

WIN SUPER NINTENDO
0839 36 39 78



WIN A RADIO CONTROLLED HOVERCRAFT
0839 36 39 83



WIN 10 WWF WRESTLING FIGURINES
0839 36 39 81

SCALEXTRIX FORMULA 1
0839 36 39 80



WIN 10 WWF WRESTLING VIDEOS
0839 36 39 79



TM

WIN COOL RAYBANS
0839 36 39 84

Call charges: Calls are charged at 36p per min cheap rate and 48p per min all other times. Make sure you ask your parents' permission before you call. Maximum call cost £2.40, maximum call length 5 mins. Multiple Choice Competition. For further information & list of previous prize winners write to Awesome PO Box B1 1AA.

NOTHING ELSE COMES CLOSE

The new Slick Sticks joysticks cannot be beaten...

SPEED • RESPONSE • ACCURACY

TRAILBLAZER

Multi-function joystick for the Super Nintendo. Includes arcade buttons, slow motion, auto fire, and turbo speed.

VOYAGER

Control pad for the Mega Drive. Includes slow motion and turbo speed.

DUALIST

Multi-function joystick for the Mega Drive. Includes arcade buttons, slow motion, auto fire, and turbo speed.

QUEST

Control pad for the Super Nintendo. Includes slow motion and turbo fire.

SLICK STICKS AVAILABLE FROM ANY GOOD GAMES STORE



SLICK STICKS, OVERENS STREET, OLDHAM OL4 1LA.



TRAILBLAZER



VOYAGER

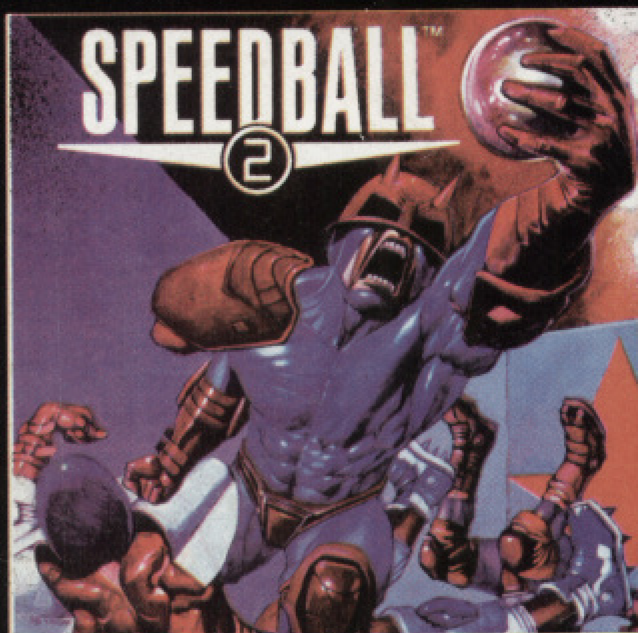


DUALIST



QUEST

BRUTAL DELUXE!!!



Speedball. A **violent** quasi-legal future sport with **one rule**: slam a **solid steel ball** into your opponent's goal.

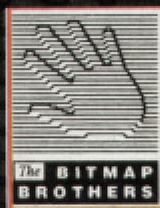
The only thing **tougher** than the brutal **blood-sport** is the **thugs** who play it. And they don't come any **tougher** than **Brutal Deluxe**, new faces at the bottom of the league, thirsting for **blood** and hungry for **success**.

Are you **man** enough to channel their **raw aggression** in the right direction and take them to **the top**?

Available for the **Sega Mega Drive** and **Master System**, SPEEDBALL 2 includes...

- **BRUTAL FUTURE SPORTS ACTION**
- **ONE OR SIMULTANEOUS TWO PLAYER MODES**
- **BATTLE YOUR WAY TO THE TOP IN LEAGUE, KNOCKOUT AND CUP COMPETITIONS**

SPEEDBALL 2 - Another **immaculate concept** from **Virgin Games.**

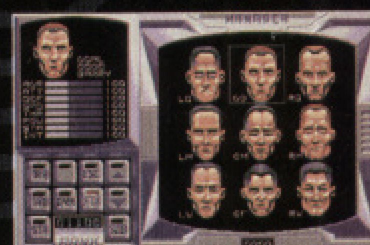








SEGA







virgin games- immaculate concepts